BRITAIN'S LONGEST RUNNING COMMODORE 64 MAGAZINE

YC

C64 C128

APRIL 1991

£1.95

With Free Game Tape



BUCKLE YOUR SWASHES IT'S.....

SKULL & CROSSBONES!!

Read the full preview plus the exclusive comic strip inside!!!

OTHER GAMES REVIEWED/PREVIEWED:

- BACK TO THE FUTURE 3
- PREDATOR 2
- WARLOCK
- GRAND PRIX

AND LOADS (and we mean loads) MORE . . .

THERE ONCE WAS A YOUNG MAN CALLED BILL,
WHO BOUGHT YC FOR A THRILL,
HE TORE OUT HIS HAIR,
BECAUSE HIS TAPE WAS NOT THERE,
NOW WE ALL THINK HIS HEAD IS A HILL!
FUNKY FRUITBAT '91

DON'T LET YOUR TAPE ESCAPE WITHOUT A FUSS –
IF IT'S NOT STUCK HERE ASK THE NEWSIE
WHERE IT IS!!

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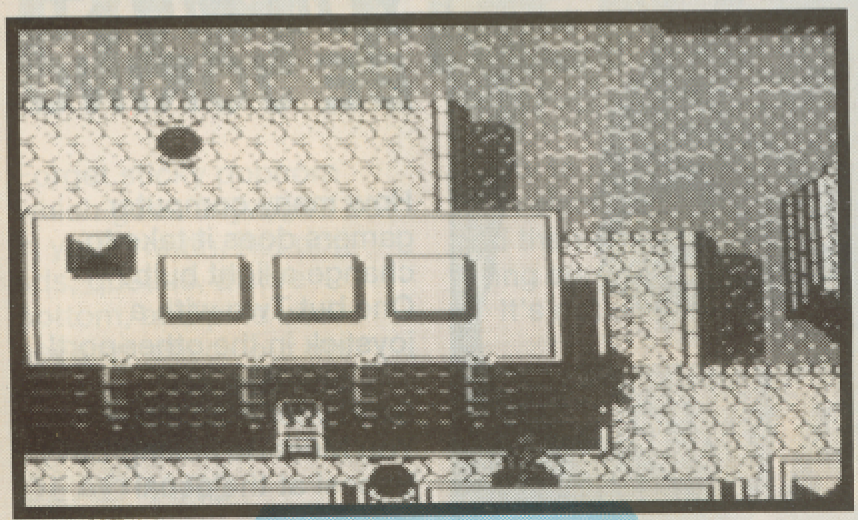
PLUS – THE YC TEAM FIDDLES WITH THEIR JOYSTICKS INSIDE

COMING SOON...





✪ **WIGGLE IT (p21)** - Rik gets his hands round a big, firm joystick and wibbles it from side to side! Some snapped, some broke, but most of them gave the kind of superb performance he was looking for!



✪ **SCUM OF THE EARTH (p41)** - In a last ditch attempt to get more mileage out of the turtles before they disappear, we've got some wicked tips!



✪ **COMPUTER BOFFO 1991 (p46)** - Here we put the wit of six of the computer world's top Public Relations supremos to the test, and we even get them ripping out the throats of each other in a bid to win the most coveted title ever!!!



✪ **DATA (p4)** - Win a plethora of Hardware vids and goodies in our "give 'em loads and then give 'em some more" compo. And there's even a little reviewette of the stonky movie!!!

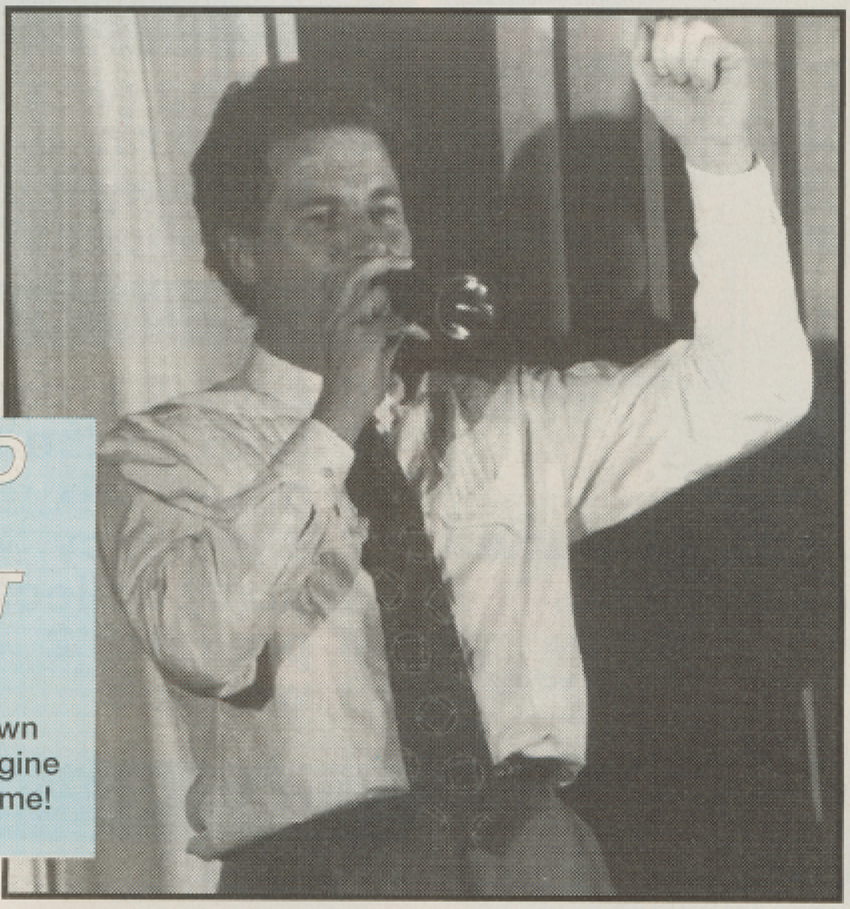
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YC APRIL 1991

DATA

AS CHILLIN' AS





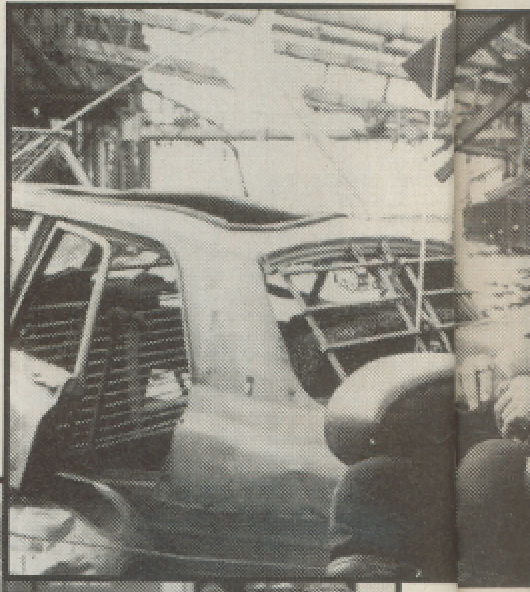
PEOPLE DO THE SPACKIEST THINGS

U S Gold's MD Geoff Brown does Thomas The Tank Engine Impressions in his spare time!

YOU MUST BE JOKING

How many computer gamers does it take to change a light bulb? One but Two with a joystick in the other port!

Send your crap jokes to You Must Be Joking Bevy Babes! at the usual address and prove to your friends just how crap you are (if you've got any friends left that is!)



THE PLEASURES OF THE PALM!

We all know that the Commie C64 is the spunkiest computer available and that you love it so much that you would want to take it everywhere with you, more than your over-loved teddy or dog-eared comfort blanket, but let's face it - there would be a few technical hitches if you wanted to transport it everywhere with you! Even the GS console is a bit big to take to your Grannies. However, don't despair cos Granstand, UK's leading brand of electronic hand held LCD games, may just solve the problem of sitting bored out of your wits during yet another British Rail delay by releasing 20 of your best loved games on hand held LCD.

David Evans, marketing director explained to YC "Performance of these titles in the USA and parts of Europe has been dramatic over the last 12 months and we expect a similar development in the UK for 1991. Popularity of the titles is fuelled by the explosion in the TV interactive games systems market." Yeah OK Dave..... Let's translate - he means he's sussed that you lot out there spend night after night square-eyed over your fave computer games, so he thought you might want to play them even more and has cashed in on the fact!

Spiffy games like Shinobi, Paperboy and Thunder Blade will be in your shops soon supported by a huge advertising campaign - games addicts beware!



WITH BEVY BABES

AS CHERRY FILLING

FILM FRENZY

Forget sticky popcorn which goes anywhere but in your mouth, hot dog ads, queues, a sore bottom, and pins and needles, check out the latest movies and vids with YC!

DEAD 'ARD

Suppose you lot think that Hardware is only a name given to the likes of your Commodore 64; well it ain't now! Hardware is the lastest in Sci-Fi thrillers being hailed as the Bladerunner/Terminator of the Nineties and I thought it was rather spiffy too in that horrifying and gorey kinda way!

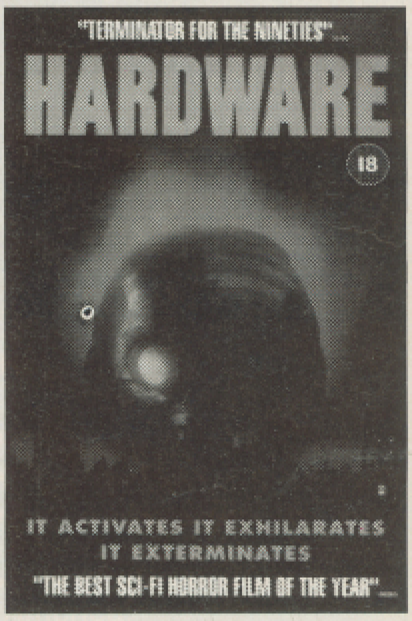
It's set in the far off future (hopefully) which is filmed in a pink-filtery arty, and truly spectacular, way with a similarly spooky and atmospheric soundtrack. It's basically about a Mark 13 - which is an unfriendly robot, not the latest in Ford Cortinas - which has the amazing ability to reconstruct itself from electrical sources and then goes on a mad killing spree.

It's not all blood, gore and the odd arm flying around, it's about relationships, it's about the kinda future we are building, it's about technology and the mistakes it can make and it's well worth a watch (but don't sleep with your Commodore 64 beside your bed afterwards!)









Also those nice people from Hardware Land have given YC some super Hardware goodies, namely a copy of the Hardware vid, a Hardware baseball cap, and a wicked Hardware watch to three winners. And all you have to do to be in with a chance of winning one of these sets is build a killer robot with your C64 (ha only joking)... simply answer the easy peasy question below and send your entries to:- **Dead 'Ard Hardware Compo, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

QUESTION

Which heavy metal rock star plays a taxi driver in the movie?

YC TOP TEN DRINKS

Ginja Spirit	-	Activision
Robopop	-	Ocean
Fizz	-	Virgin Games
Bitter Dead Than Alien	-	Entertainment International
Puffy's Lager	-	Ubisoft
Whi-Ski or Die	-	Electronic Arts
Turbo Outrum	-	U S Gold
Vimto's Quest	-	System 3
Lime Machine	-	Activision
Shandy Cap	-	Mirrorsoft

YC RECIPE CORNER

The chillin' thing to do with left over Easter Eggs!

CHOCO-ORANGE EASTER MOUSSE
Serves 4
Preparation Time 15 mins + chilling time
Ingredients
4oz/125g plain chocolate
juice of one small orange
3 eggs, separated
1/4 pint/150 ml double or whipping cream
Chocolate to decorate

Instructions:- You may need a grown up to help!

1. Break chocolate into pieces (without putting the odd chunk in your gob) & place in heatproof bowl with the juice of the orange. Place bowl over a pan of simmering water (being careful not to get any water into the chocolate) & leave to melt.
2. When melted remove bowl from pan. Leave to cool for 1 min then stir in egg yolks.
3. Put egg whites into a clean bowl & whisk until stiff (oo-er).
4. Transfer chocolate mixture into a bigger bowl & fold in the beaten egg whites with a metal spoon.
5. Pour mousse into 4 small dishes & leave to chill in fridge for 2-3 hours until set.
6. Before serving add a blob of cream & decorate with grated chocolate.
7. Pig out!

AND LASHINGS OF COMPUTER FUN!

It's always been a mystery to me just why all those mysteries happened just when the Famous Five were on school holidays, but it's no mystery why Enigma Variations have signed up those five famous meddling kids, cos it's a good idea for a super range of computer adventure games.

Enigma Variations, those clever dudes responsible for programming Postman Pat amongst other things, is soon to release "The Famous Five 1 - Five on a Treasure Island" based on Enid Blyton's endearing book – if you didn't know already.

Using the "Worldscape" adventure system, you will be able to transform into Anne, George (a girlie), Julian, or Dick (unfortunately you cannot transform into Timmy the Dog!) to solve the mystery of the Treasure Island. The game features the best in text parsers and many graphical locations but unfortunately does not come complete with jam sandwiches, push bikes and lashings of ginger beer!



IT'S BOARDACIOUS MAN!

Blow me and well I never - what will they come up with next! Cheetah, the world's leading joystick maker has really surpassed itself this time with – wait for it – the AEROSKATE.

Aeroskate is a skateboard thingy attachment that links in with your C64 so you can control games with the nifty footwork you've been practising for years and now you can impress your old parents in the privacy of your own living room! It comes in two packages, with, or without the Cheetah Skateboard. If you purchase the device without the Skateboard you can just use it with your own board. Just imagine the capabilities, you'll be able to jump aboard and let your skill in balance, footwork and aggression take over. You'll lean to avoid obstacles and kick to dodge missiles. A built in Hand Control lets you zap em back or jump out of their way.

So will I be able to play me normal games? With great difficulty, but Cheetah is currently working with Titus to design specific games for the Aeroskate, including Skateboard sims, Ski Runs, Shoot 'Em Ups, Surfing and Driving Sim's and obviously other software houses will follow with their own.

It's bound to be a runaway success but what worries me is the extent of carpet burns and broken porcelain!

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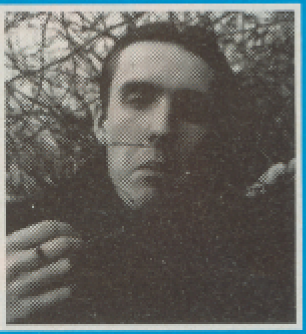
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THE DREAM TEAM

So who's the geezers that actually spout their babble and expect you to believe it? Who's the blokes that you're more often than not likely to see down a pub in Milton Keynes? And who's those perculiar fellows who you once bumped into in Sainbury's who had a trolley full of cans of coke and Twix party packs?

This month we asked them all what presenter of 'The Word' they were most like, and why?



Rik Henderson - Ed

"Definitely Terry Christian - the bloke who sits in his armchair and abuses the audience ('Shut yer faces, yer rabble!!!', 'Eee, throw them a fish and they'll be happy!!!', etc)."

Rik's certainly got the loud shirts and sarchasm, except the closest he's ever got to Manchester is getting stuck in the toilet in a service station in Newport Pagnell.



Jeffrey Davy - Contributing Editor

"I see myself as the voice that gives you all those useless factual questions just before an advertising break, and the answers after!"

Jeff's favourite question is:- Which of these four people is really Jeff Davy? Post Apocalypse, Oozin' Eugene, Purple Fishlord, Jeff Davy.

AFTER THE BREAK

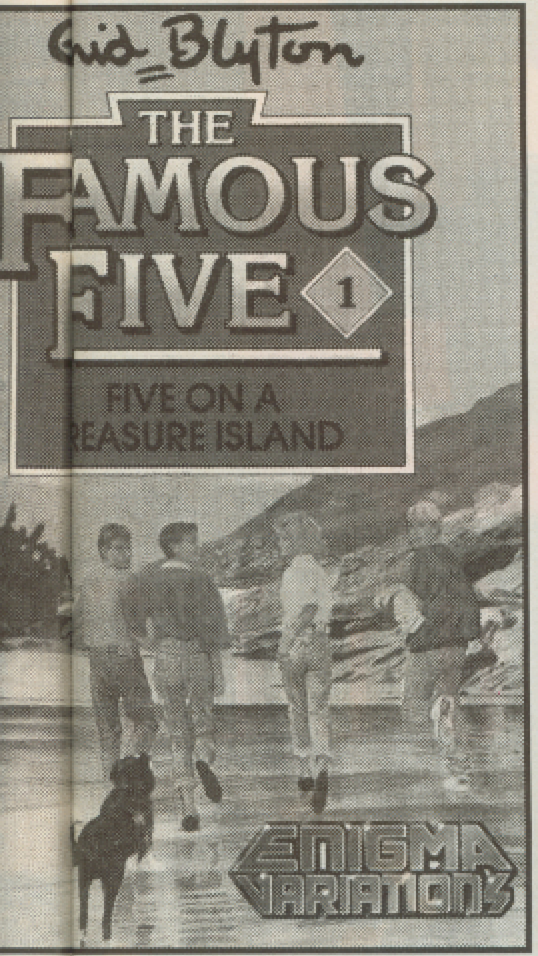
Answer:- None of them! Ha! Ha! Ha!



Simon Dale - Staff Writer

"Amanda De Cadenet? She always gets the crappy tasks too!!! Mind you, I wouldn't mind training with the candidates for Miss America!"

Simon couldn't possibly be Amanda De Cadenet, for a start he's too useful, and also when wind blows in his ear it doesn't come whistling out the other side.



'ON THE SPOT, YOU'VE EITHER GOT IT OR YOU'VE NOT'

With the YC Computer Boffo 1991 quiz on its way, see how you fair with these three triv questions!

1. Name the two characters from Skull & Crossbones?
2. How many levels in Back to The Future 3?
3. Name the real-life stars out of the films Predator & Predator 2

Answers 1. Red Dog & One Eye 2. Four 3. Arnold Swarzenegger & Danny Glover

INFO-FREAKO

Codemasters Software Company Ltd
Lower Farmhouse
Stoneythorpe
Southam
Warwickshire
CV33 0DL
Tel: 0926 814132

Mirrorsoft Ltd
Irwin House
118 Southwark Street
London
SE1 0SE
Tel: 071-928 1454

Elite Systems Ltd
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Walsall
West Midlands
WS9 8PW
Tel: 0992 55852

Storm
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SW11 3SU

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THE CREDIT CARD

The scores on the Credit Card are worked out by the four minor categories (Sonics, Graphics, Fix Factor, Half Life) are all marked out of 10 (10 being the bestest).

Overall is a percentage (ie. out of 100%). And here's what the score means:

0-25 ✪ Forget it!!! This game is so bad that it's only use is as a tenner's worth of door stop.

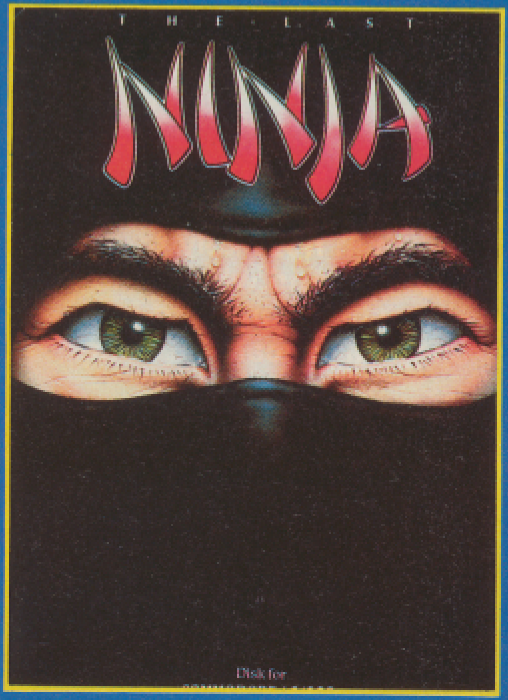
26-50 ✪ Pretty naff, really! This game would maybe be worth buying if you needed some fire fuel or something.

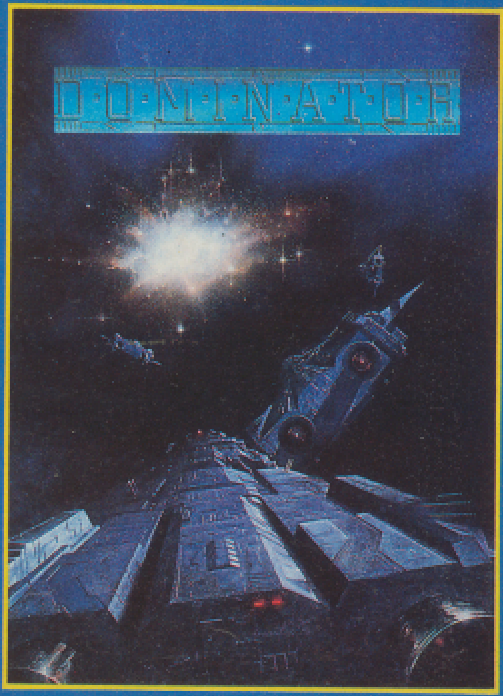
51-75 ✪ Actually quite alright. Not the reviewer's cup of tea, but somebody might find it playable.

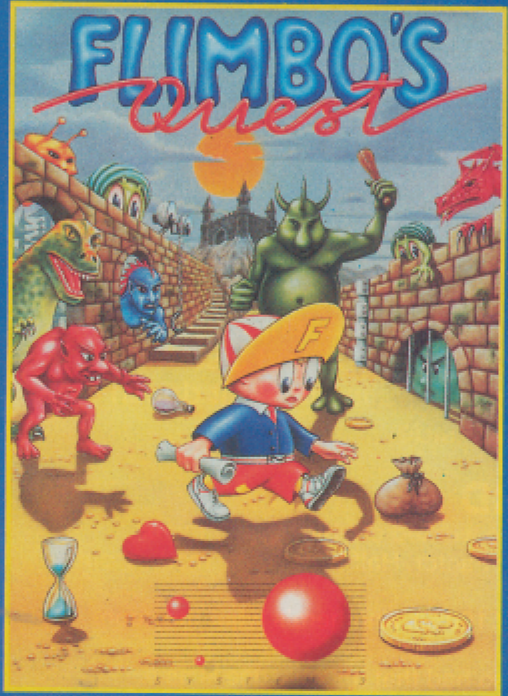
76-84 ✪ A good game, but not a great one! Worth buying if you've got the money to spare.

85-99 ✪ Truly mega game, and well worth a YC FUN ONE accolade. If you don't get this game you must be brain dead.

100 ✪ Such a good game that the commie 64 was built just to play it. The sort of game that you load up when your pathetic 16-bit machine owning friends pop round.







T H E   S Y S

PREM

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C64

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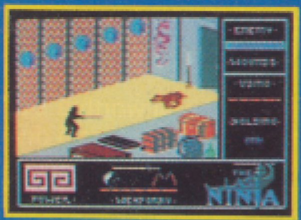
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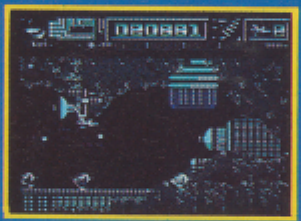
As Europes most innovative C64 games publishers, System 3 are now pleased to present this, our first compilation: **THE SYSTEM 3 PREMIER COLLECTION.** Forget about 4 product compilations, the official System 3 PREMIER COLLECTION has 6 amazing games. This "six-pack" is full to the brim with varied gameplay, astonishing graphics and undoubtedly, the best ever formula for arcade adventure games. These titles have all in the past received some of the best reviews, always rated in the 90's from leading magazines such as "Zzap", "Commodore Format", "Your Commodore", and "Computer and Video Games".

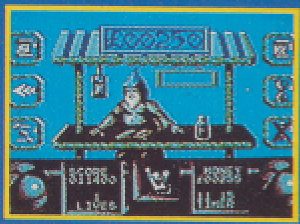
MYTH: Voted "game of the year" and "best 8-bit graphics", pure class – not to be missed.

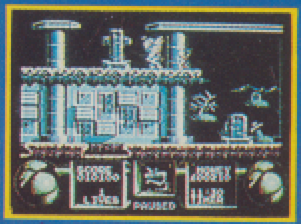
LAST NINJA: The "Last Ninja" series of games have quite simply become the most successful and most talked about games on the C64. Winning awards worldwide, "Last Ninja" set new standards for C64 owners and laid the foundations for the "greatest trilogy of games ever to reach the C64".


Ninja C64 screen.

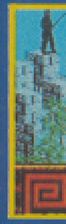

Ninja C64 screen.


Dominator C64 screen.


Flimbo's Quest C64 screen.


Flimbo's Quest C64 screen.


Ninja 2 C64 screen.


Ninja

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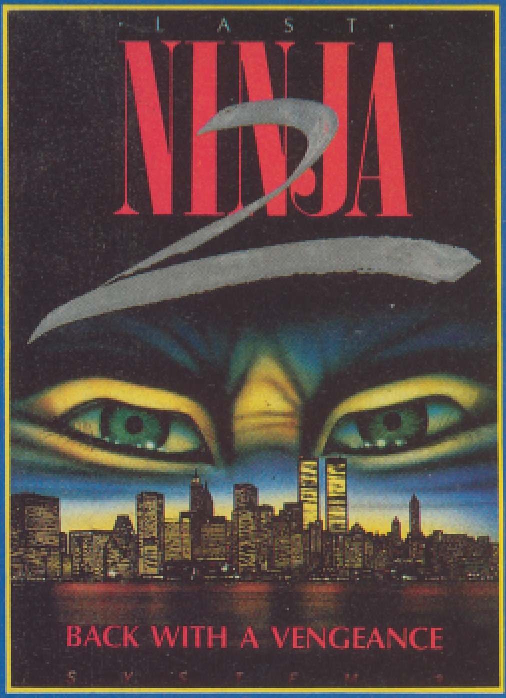
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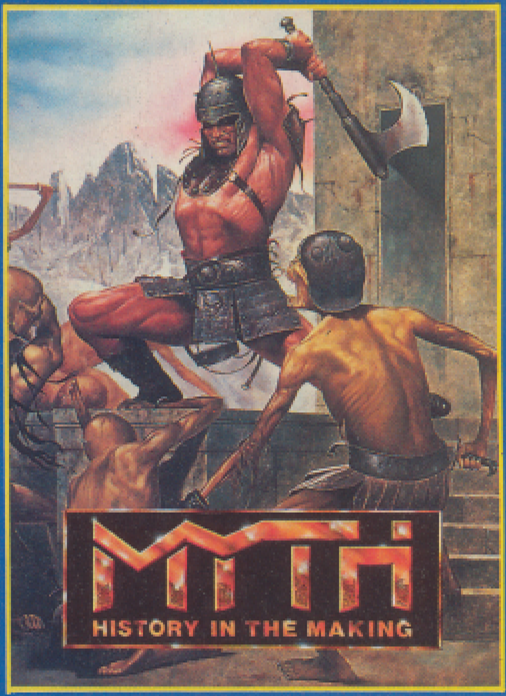
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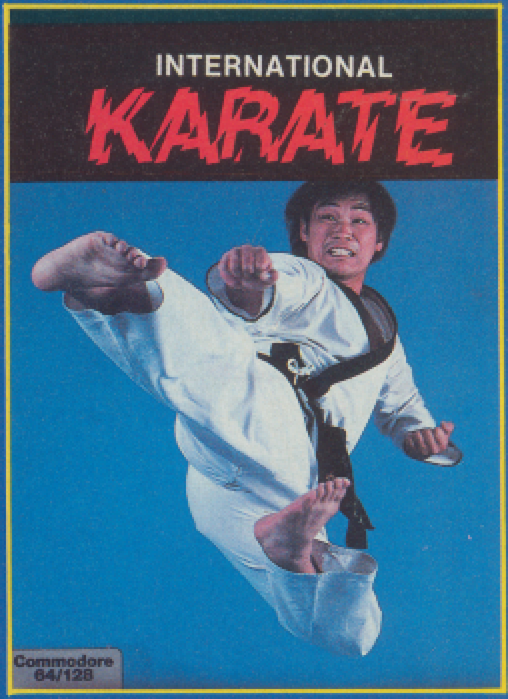
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Commodore®

C64







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NINJA 2: A sequel to the world famous 'Last Ninja' proved to be one of the best original games ever on the C64.

FLIMBO'S QUEST: The top selling title on the C64 last Summer, Flimbo provides humour and mass appeal in both young and old in this 'pick up and play' cute platform game.

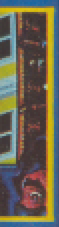
DOMINATOR: Computer and Video Games said, "Whatever format ... if you're a hardened shoot 'em up veteran, Dominator is a game to scout the shelves for".

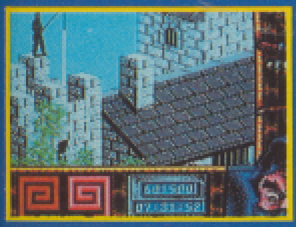
INT. KARATE: The first ever British game to get number one in the American charts.

Experience a multitude of various fantasy worlds in one PREMIER PACK compilation.

Take a trip into the System 3 experience.

The journey is magical, the result, real value for money.





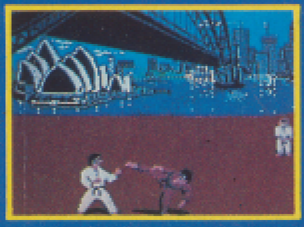
Ninja 2 C64 screen.



Myth C64 screen.



Myth C64 screen.



Int. Karate C64 screen.

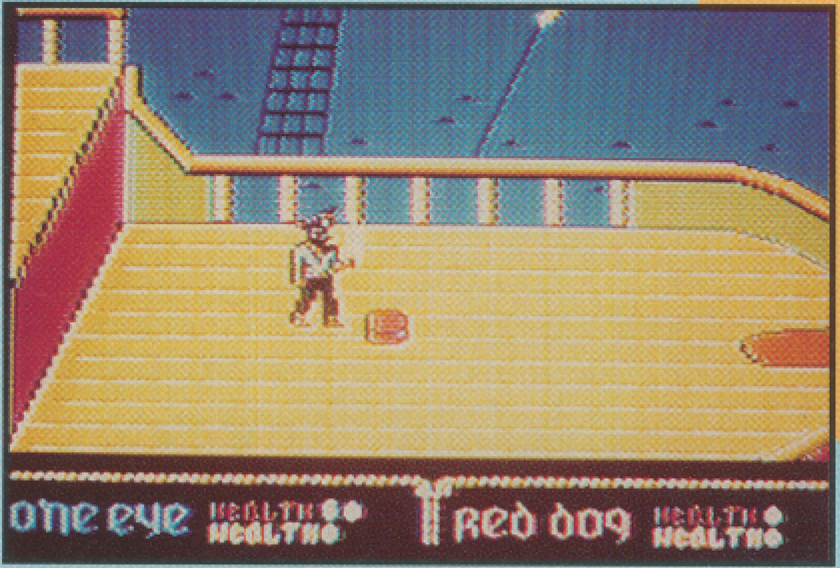
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THANGS TO COME

SKULL & CROSSBONES

Yo, ho, ho and a bottle of rum, me hearties!!! Rik Henderson pokes his eye out with a knitting needle, replaces his hand with a meat hook, straps a table leg to his knee, "ooh", "aahs", and sings the Bird's Eye Cod Fish Fingers theme...



If you're a pirate (the 'on the open sea' kind, not the 'that'll be two quid for a copy of Kick Off') the most naffing off thing that could possibly happen to you, apart from being hung, drawn and quartered (THAT would really naff you off), would be to have all your illgotten gains nicked from the treasure island that you buried it on (it's your own fault though, maybe you shouldn't've placed a large red cross on top of the sand, with a sign that says "X marks the spot"!)

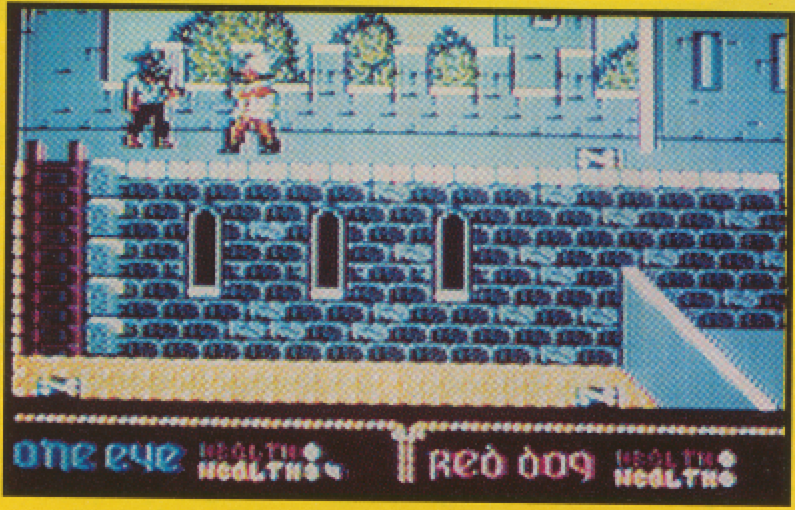
What's even worse than having all your loot pinched is that some Paul Daniels-alike has done the deed, and we all know how much pirates hate wizards (especially short pillocks with scruffy wigs). So it's time to get your cutlass in your hand (it's a sword, it's a sword!) and slash your way to the Isle of many strange things, where you should find your enormous stash of cash (and also a Debbie McGee lookalike who you'd not do too badly to rescue). And if you're a bit dodgy at the old swashbuckling bit you could even get a friend to die hopelessly with you.

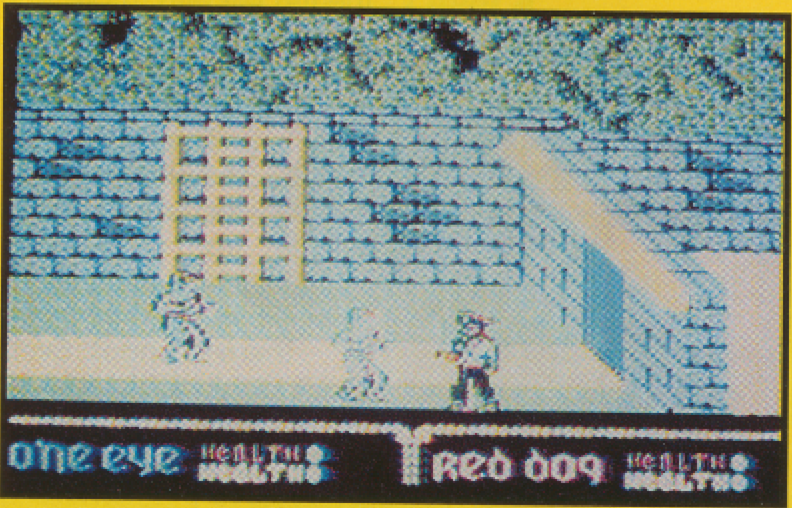
This is the background to Domark's new action adventure style slash-em-up soon to be released on the Tengen label. It's origins are rooted firmly in the local arcade (or kebab shop), but on the idea front the theme, if not the gameplay, is pretty fresh (ie. not flogged to death, like those ninja thingies). The weird thing is that pirates are so appealing for action and adventure that it baffles me why there haven't been an influx of games revolved around the profession (although I have little doubt that we'll now see thousands of games with Douglas Fairbanks Jnr. in them).

Skull & Crossbones is a hack'n'slash game in the true sense of the phrase. You get the chance to play either One Eye or Red Dog (and if there are two players, both can be used at the same time) who must progress through 8 levels in order to finally meet, and kick the frag out of, the wizard with all your dosh. Along the way there's tonnes of meanies from all sorts of backgrounds (depending on which level you're on at the time), including the ninjas from the ninja level - no doubt added to the coin-op due to American and Japanese pressure,



SPESH





Ooh! Aah! They look suspiciously like Ninjas to me – and this an original game and all that, at least they're not green!

and harpies from the Castle level which also has an end-of-screen meanie in the shape of Medusa (you MUST avoid her stare or you'll end up as stiff as John Major's suits).

All the other levels have end-of-level baddies too, and you'll need all kinds of strategies to be able to give them a good smegging. Fortunately you have four different types of offensive move to perform, three forward swipes and one back, and a defensive blocking move. And also on the way you can dig up treasure, which will either give you gold, food (for health restoration), or some form of cunning 'extra' weapon. If you do manage to get all the way through the game, and there's another player with you, you also get the added thrill of having to bash each other in order to see who grabs the final wonga.

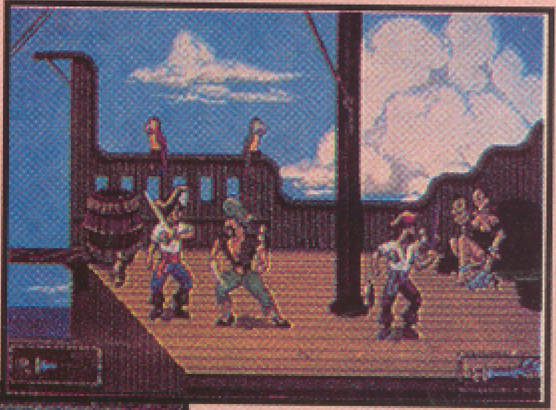
So even though S&C is very much like many of the other beat-em-up arcade adventure games, there's an awful lot of new features that make the game THAT much more exciting, original and playable. The sprites are, although typically commie-like, very large and well animated, and the backdrops are pretty spiffy (and very colourful). Occasionally there's an action sequence (like swinging across chasms in typical old-fashioned movie style, etc.) which will happen and this is really just for show, but good presentation never does any harm.

There's a lot involved in Skull & Crossbones, it looks as if it's going to be one of the better Tengen conversions and you'll be able to catch a really funky review of it next ish.

THE ARCADE MACHINE

Skull & Crossbones wasn't the most popular of coin-ops mainly because the format was best suited for home computers. The graphics were very nice though and the depth was THAT much more extensive than the typical Double Dragon types.

The only problem it really had was that it gobbled up more cash from your pocket than any pirate would hide in his chest, mainly due to the hard gameplay.







CREDIT CARD

NAME:	Skull & Crossbones
SUPPLIER:	Domark
PROGRAMMER(S):	Carlton Handley (Walking Circles)
PRICE:	To be announced
RELEASE DATE:	Late April

BACK TO T

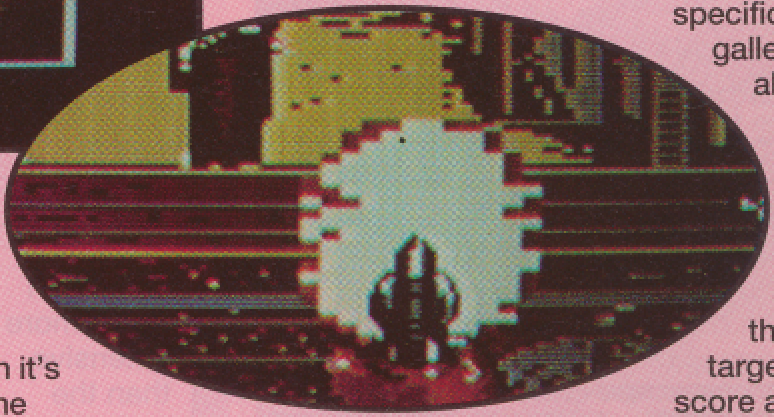
So Marty McFly finds himself in the Wild West. That's nothing, Rik Henderson has seen the times when Rome was ruled by Nero, Robert The Bruce was stuck in a cave with a spider, and Milton Keynes was a nice stretch of countryside (this is a lie, Milton Keynes has never been a nice stretch of countryside).



To be honest Michael J. Fox was a nobody before Back to the Future, having only appeared in some crappy American TV show, so it's safe to say that the film made him. What it didn't make was a good game, and the sequel was equally naff, so now we come to third time lucky.

Mirrorsoft (under the Imageworks label) has played it's trump card though in order to give Back to the Future 3 a better chance of being a cracking game. This trump is the acquisition of Probe (Viz, Super Monaco GP, Chase HQ 2, Supremacy, Golden Axe and thousands of others) to do the code, and game design - a wise move in my opinion. And it seems as if it's worked as the game not only looks a hundred dollars, each copy could be sold for it as well.

It adopts the same idea as Back to the Future 2, in the fact that the overall product is split into separate levels of sub-games (four in all), but this is really where all similarity ends. For a start all the games are more involved than any of those in it's prequel and the graphics and sound are better in almost god-like proportions.



Level 1

The adventure begins. Clara, the school teacher that Doc fancies, is heading for a cliff in a runaway stage coach and if you (as Doc) do not save her she'll end up deader than a Northampton night club.

At the bottom of the screen is a little 'radar' type charty thing which shows how far you are from her coach, and how far she is from the cliff face. You have to catch up with her before she takes the drop and this is done in two ways. Firstly there's a horizontally scrolling section where you are on horseback racing along and trying to avoid all the obstacles coming at you and picking up her knick-knacks for more points. The second type of gameplay involved here is at certain points the view changes to top down and the scrolling switches to vertically. Here you must avoid the Indians and Cavalry (you can shoot them but, not only is it not Doc-like, it won't get you many points). If you fall off (and if you lose a life in any stage of the whole game) the clock from the new clock tower will tick one hour down and you have only four hours to spend, but you're allowed to be shot up to eight times before you lose one life. If you manage to rescue Clara it's onto the next level...

Level 2

Now you get to play Marty McFly (or "Clint Eastwood" as he calls himself in the movie) in a completely different style of gameplay to the first level. Instead we are treated to something that most would link with Operation Wolf, although it's true origin comes from the fun fair and, more specifically, the shooting galleries that you'd always find there.

This is my favourite section as targets pop up from all over the place and you move a cursor over them to shoot. Every target hit adds to your score and you have a time limit in which to score 50,000,000 points. The whole level is full of humour and it's culminated in when you manage to hit all of the coloured ducks and the conveyor belt at the bottom starts to show prizes in a Generation Game fashion.

CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Brill theme tunes, and western style jangles.	Absolutely t'riffic, and the presentation is very slick indeedy.	Four different game styles, with three of them able to play initially.	The four levels each provide unique challenges and even if you finish the game you're likely to want to play again for a higher score.

NAME: Back To The Future 3.
SUPPLIER: Imageworks.
PRICE: £10.99 tape, £15.99 Disk.
RELEASE DATE: Early April.

OVERALL 92%

It's about time (groan) that we got a decent Back to the Future game, and this one even makes up for what the others lacked.

THE FUTURE 3

Level 3

Apparently, when plans were at the preliminary stage, Amblin - the production company behind the movie - wanted Probe to include as many pie plates in the game as they could humanly fit in (even though the film on had one pie plate throwing scene, featuring only one pie plate). So we find ourselves with a whole pie plate throwing section, as Buford and his gang are holed out in the Saloon and they have to be downed by the plates.

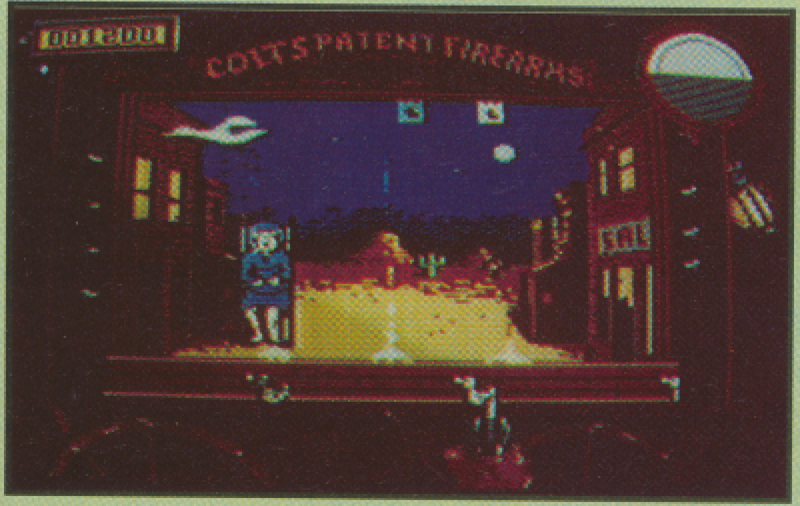
The only prob is that they have guns and they shoot at you. Due to your initiative though, you've got an iron plate stuffed down your poncho and this will take up to eight blasts before you get taken to that DeLorean car in the sky.

Level 4

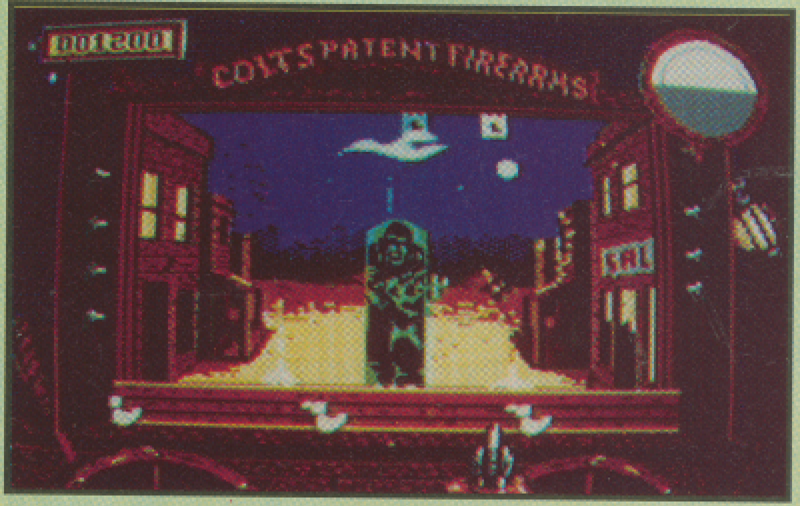
And so the final level, and it's a bit harder than the rest (obviously). You're on the top of the train that'll propel the car back to the future, and you must collect logs in order to get the train up to 88 MPH. Unfortunately though the train is already moving and you only have a brief time limit to grab them all and jump into the car at the end before the engine flies off the disused bridge and Marty McFly becomes Marty McPlummeting. And there are loads of hazards on the way too.

Not only are all of the games whole ones in themselves (each one is better than an average budget game), the graphics are exceptional, and the music (although reminiscent of other films at times) is of an Amiga-like quality. Back to the Future 3 is a stonker of a time-travelling masterpiece and heaven knows we've waited long enough.

Level 3 – THE SHOOTING GALLERY



✪ All sorts of strange figures pop up in the wild west (yahoo!)! This one would probably be more at home in a firing range at Bisley than in the middle of a shooting range in a small western city, yonks ago!!!



✪ And here's good old granny pegleg! Well known for her cherry pie and gammy arm. Occasionally we have to change the dressings on her elbow to save it weeping all over the place, so it might be better to put her out of her misery!





POST HOLOCAUST

The shooting season has opened on the Scottish Moors so Post Apocalypse has gone up there to check it all out. But he got bored with Grouse and now he`s shooting everything - look out men in kilts! So his brother, Post Holocaust has taken over the letters page for an ish. But Post Apocalypse will be back, and you can write to him at: Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.

The Letta of the Munf winner gets a copy of YC`s fave game of the month, and every letter printed wins a Post Apocalypse badge.

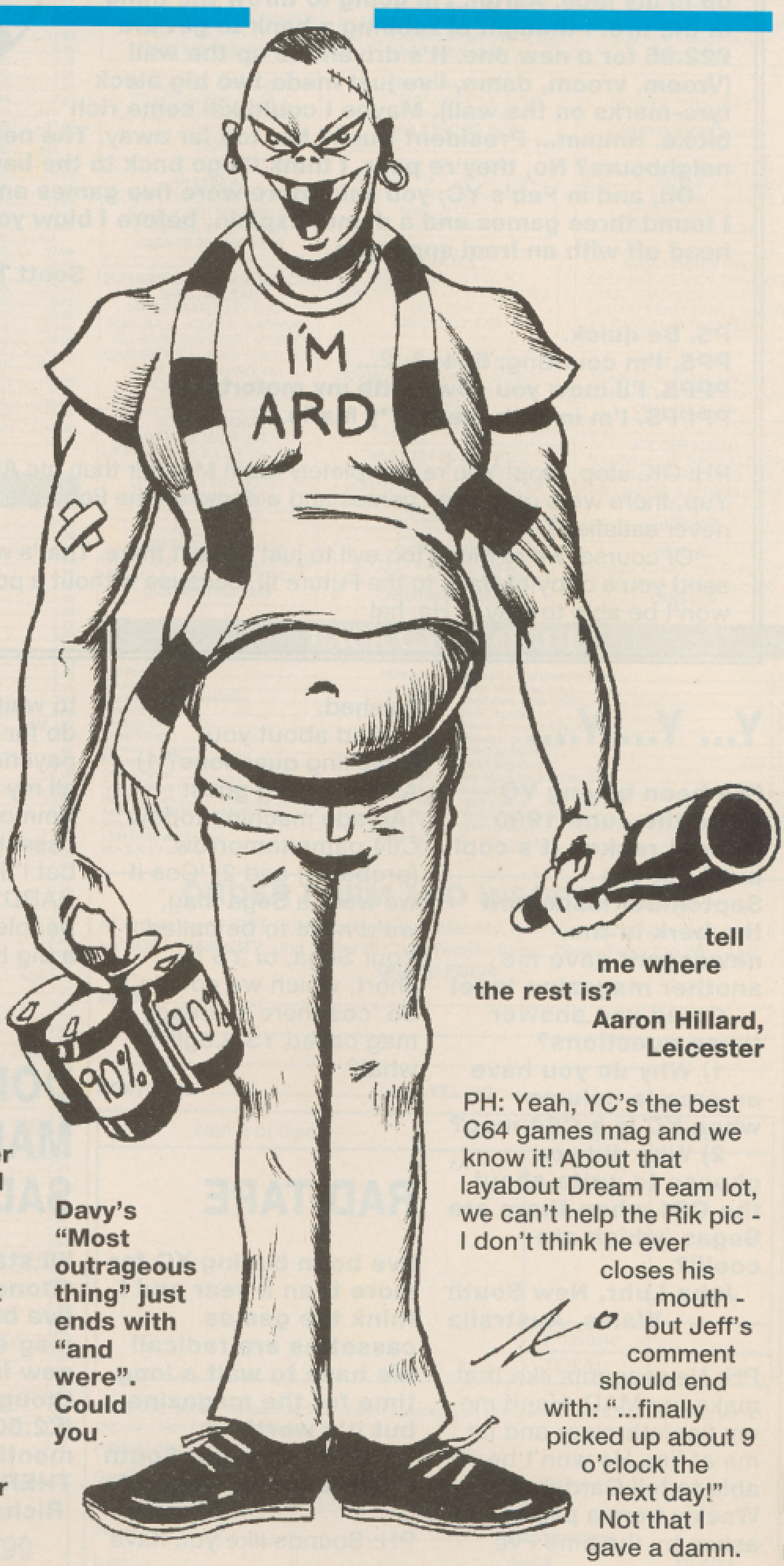
Grrr... It's a lovely day for KILLING things and I'm stuck in the frigging YC office answering your moanings and wingeings. So get on with it 'cos I'm getting an itchy trigger finger and there's a nasty wiff of sheep dip in the air...

WAD A LETTER

I used to buy 'another magazine' every munf until I heard of this really cool, mega magazine called YC. After a few months, I realised I was buying a real magazine for the Commodore 64 and not the Amiga, which is what 'the other one' mostly covers now. Now I know I'm not wasting my wad.

One teeny prob. Last munf I was reading the Dream Team feature (where there was another picture of Rik with his mouth open!) and Jeffrey Davy's "Most outrageous thing" just ends with "and were". Could you tell me where the rest is?

Aaron Hillard, Leicester



PH: Yeah, YC's the best C64 games mag and we know it! About that layabout Dream Team lot, we can't help the Rik pic - I don't think he ever closes his mouth - but Jeff's comment should end with: "...finally picked up about 9 o'clock the next day!" Not that I gave a damn.

LETTA OF THE MUNF



PSYCHO!

I'm going b**y mad. My Commie power pack blew up in my face. Aargh. I'm going to throw the thing in the fire. I thought of robbing a bank to get the £22.95 for a new one. It's driven me up the wall (Vroom, vroom, damn, I've just made two big black tyre-marks on the wall). Maybe I could kill some rich bloke. Hmmm... President Bush? No, too far away. The next door neighbours? No, they're poor. I think I'll go back to the bank idea.**

Oh, and in Feb's YC, you said there were five games and one demo and I found three games and a demo. Explain, before I blow your ***** ******* head off with an Iraqi supergun.**

Scott Turley, N. Ireland

PS. Be quick.
PPS. I'm counting: 5, 4, 3, 2...
PPPS. I'll mow you down with my motorbike!
PPPPS. I'm in with the b**y Mafia...**

PH: OK, stop, stop! You're completely mad! Madder than me AND my brother. Yup, there were only three games and a demo on the Feb tape. Are some people never satisfied?

Of course, we're much too evil to just leave it there. That's why I'm gonna send you a copy of Back to the Future III, because without a powerpack you won't be able to play it! Ha, ha!

Y... Y... Y....

I've been buying YC since the June 1990 issue, I reckon it's cool but I got the September issue and the berk in the newsagent gave me another magazine tape!

Could you answer these questions?

1) Why do you have an arcade column when YC is a C64 mag?

2) Why did you choose to write about the C64 when there are Segas (which are cool!)?

John Luhr, New South Wales, Australia

PH: Newsagents like that make me MAD. Hand me my flamethrower and let me at 'im. He won't be able to tell Gardeners Weekly from a pile of ashes by the time I've finished.

And about your snivelling questions? 1) As the saying goes: "Arcade machine today, C64 game tomorrow" (probably) and 2) 'Cos if we were a Sega mag, we'd have to be called Your Sega, or YS for short, which we couldn't do 'cos there's already a mag called YS. Logic or what?

RAD TAPE

I've been buying YC for more than a year and I think the games cassettes are radical! We have to wait a long time for the magazine but it's worth it!

Tim Dowell, South Melbourne, Australia

PH: Sounds like you have to wait as long for YC as I do for the pitifully small paycheque I use to buy all my high-explosive Ammo. Yeah, the games cassettes are well radical, but I find they're not HARD enough to knock people out, you just make a big bruise. Pah!

DONER IT MAKE YOU SAD?

I'll start by saying "Doner Kebabs Rule". I've been buying your mag ever since your new image even though I pay AUS$6 (£2.50) and it's two months late... [STOP THERE! PH]

Richard Fares, Sydney, Australia

PH: Stop RIGHT there. There's a pattern emerging 'ere. Is it my imagination or is there a friggin' Oz invasion going on? Let's try the next letter...

SAW POINT

Fair go. Your mag arrived on our Newsagents' shelves a week ago. I'm sending this straight back and you'd better have a copy for me 'cos me mate's on his way over.

He's only got one arm so he just took the light chainsaw. And it takes TWO Poms [Does he mean us? PH] to lift an Aussie light chainsaw!

Harold Eggleton, Victoria, Australia

PH: It IS an Oz invasion. I knew I could smell sheep dip. And this guy's the maddest of them all. I'm blowed if I know what he's on about and I'm a bit flamin' worried about the one-armed Aussie chainsaw murderer. I like my limbs as they are, thankyouverymuch.

GO-CART

I have two questions to ask you:

1) Can you use the C64GS games on the Commie 64?

2) When is Post Apocalypse going to kill the bloomin' baby?

Danny Potter, Thamesmead

PH: 1) What's that whacking great hole on the back of your C64 for, d'ya think? 2) I think my brother ought to be more worried about what the baby's gonna do to HIM.

ON THE TAPE

'Ello son, what have I got for you? A luverly games tape with 4 complete games, all original (on tape! on tape!). Now what am I asking? One pony? Two monkeys? 3 Giraffes? Nope, it's absolutely free!!! He'ya you break my heart!

THE CONTENTS

Side A: Neagox, Gomoku
Side B: Coball, Blackjack

NEAGOX

Programmer: Brian Schau
Type: Complete game - Arcade Action
Controls: Joystick in port 2

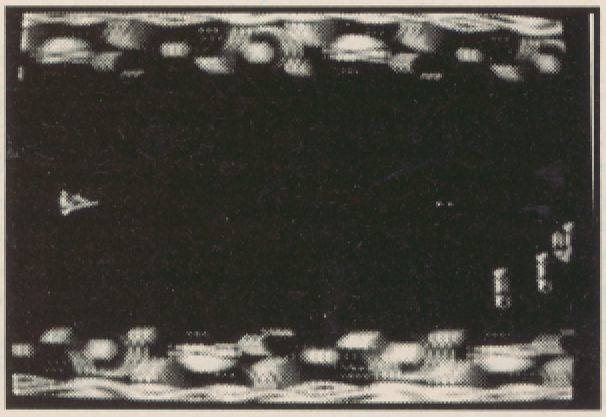
THE NEAGOX PLOT

In the year 2020 the earth has become so polluted that most people are dying of different strange diseases. Every time a new child is born it's mutated. Therefore the earth's government decided that the earth's population had to move to some other planet if mankind should survive. Three years later, in the year 2023, the first planet was colonised. From then on mankind colonised more than 11 planets in 30 years.

Your planet NEAGOX was colonised as planet no.8 in the year 2044. Some 40 years later an alien ace arrived on earth ... It was the Zyxonions. They came in peace and people had belief in them. But then one day the Zyxonions showed their real intentions and took over the world. After which the Zyxonions took over the world government – no longer allowing people to live a decent life with their strict rule.

The Government of the colonised planets eventually joined forces and made a defensive pact which involved a group of special fighter pilots. This group was called TERRORFORCE (032) and the headquarters were situated on NEAGOX. A couple of years after this pact was made, the Zyxonions began to attack the colonised planets. The newly trained TERRORFORCE fighter pilots were sent to destroy the Zyxonions but they were destroyed one by one. Now, this is where you take over!!!

You are the last of the fighter pilots and you have to win the final battle on your planet NEAGOX. Do you have to what it takes to free the human race from enslavement of the Zyxonions????



CONTROL IN YOUR HANDS

If you manage to get your name on the hi-score table joystick up and down flips through the alphabet left and right moves your cursor from side to side on the line. Fire stops the writing.

In game mode space-bar will put you in pause mode. Fire will put you in pause mode. Fire will resume play. A space craft is earned at the end of every level.

Enjoy the game...

GOMOKU

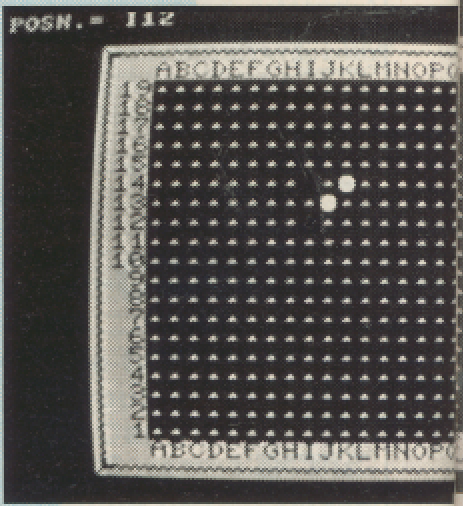
Programmer: Adrian Millett
Type: Complete game - Strategy Boardgame
Controls: Keyboard (see below)

The original version of GO-MOKU is played on the same 19 by 19 board that the fascinating (and very complex) chinese game of 'Go' is played on, and simply involves two players (one black, one white) placing pieces on a board until one player wins by getting 5-in-a-line in any vertical, horizontal or diagonal direction (a bit like a giant noughts and crosses). When you first run the game you are presented with a moderately interesting title screen, and are invited to hit the SPACE bar. You are then given a command summary, and you can start a game by selecting 'T' for traditional GO-MOKU or 'H' for a 'Hard' variation of the game I have devised. (See 'Game-play theory' below.) I recommended you try the 'Hard' version – it isn't really any harder to play, just more interesting.

I don't want to ramble on too much in a 'this is the key you press' command list, since if you've enough wit to switch on the computer and load the tape, the commands won't pose a problem. Remember that if you do have problems, the Ed runs a special 3am help-line from the comfort of his his own bidet. (Get the frag out of here - Ed)

THE COMMANDS ARE AS FOLLOWS

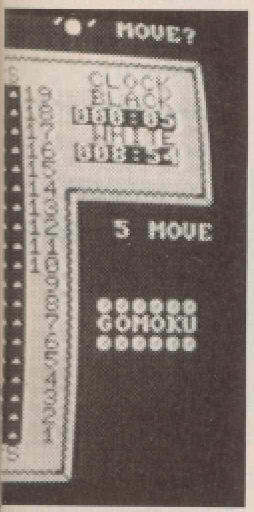
Cursor-keys	- Select a square,
Return	- Make a move at the selected square.
F1,F3,F5	- Select piece colours
Shift-R	- Restart new game.
Shift-X	- Xchange player colour (White <-> Black).
Shift-G	- Make the computer take your turn.
Shift-A	- Automatic computer play against itself, hit SPACEBAR to end.
Shift-E	- Erase piece at cursor position.
Shift-W	- Place a white piece at cursor position.
Shift-B	- Place a black piece at cursor position.
Shift-S	- Save board to menu.
Shift-L	- Load board from menu.
2	- 2 human players.
1	- 1 human player vs computer (normal).



GAME-PLAY THEORY

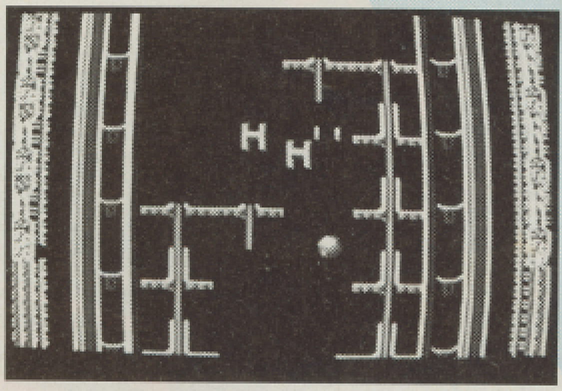
Since a line of five wins, if you get a row of four that is unblocked at each end you have effectively won the game, unless your opponent can win immediately by making a row of five. This is because whatever end your opponent blocks, you can simply move to the other end and win. By similar reasoning, 2 open-ended rows of three pieces usually poses a winning threat,

because your opponent cannot stop you making an open-ended row of four out of one of these rows of three. Now, after serious analysis, players of traditional GO-MOKU found that whoever moves first should be able to force a win early in the game by making a double-threat of three pieces. For this reason, the Japanese have invented a variation of the game called Renju. In this game the first player to move (White) is restricted in that he cannot make moves that form certain combinations of multiple threats of three or more pieces, and the board itself is limited to 15 by 15 squares. Now a certain amount of reflection on this game has lead me to believe that it is really a bit of a botch. For a start, you have restrictions which apply to only one player, which in itself is unnatural. Further, the restriction of simply depriving a side of his strongest moves surely must put that side into somewhat passive role. What I felt was needed was a natural extension that doesn't interfere with the games basic concept. I have tried to achieve this by changing the board itself, and making certain squares 'illegal', ie. neither side can play on them. If you run the game and select 'H' for the hard version you will be able to see the pattern I Have decided to use. Essentially I have placed an illegal square at the intersection of every fourth column an row, counting from the 2nd row to the top. What I hope this achieves is a 'breaking up' of the boards continually, making it impossible (?) for the white player to force a win every time. This pattern also has the effect of making some squares stronger than others, and I have put suitable weights into the computer's game-play. however I will leave you the fun of discovering the relative strength and weakness of those areas for yourself!



COBALL

Programmers: R.Alderidge and N.Cusworth
Type: Complete game - Arcade Action
Controls: Joystick in either port



"Another pint please Jim"

Alan Withersnips loves his hourly visit to his local pub,'The Nags Head'. Today seemed just like any other to Alan, as he asked Jim the Barman for another pint, "...and one extra packet of peanuts purleeeese!!!"

But little did he know.

On opening the peanuts, Alan cried out in surprise as he was sucked into a forth dimensional parallel universe.

Pico-seconds later, Alan awoke in rather unfamiliar surroundings. After a short scan of the area, he realised he was, surprise-surprise, in the Starship Coball. A voice rang out in the previously silent environment. "Hi!!, I'm your friendly onboard computer. Blast those aliens get lots of points."

And so began the voyages of Alan the Space Ace, Commander of the Starship 'Coball', ready for anything, anytime, anyplace.

BLACKJACK

Programmer: N. Sykes
Type: Complete game - Strategy Cardgame
Controls: Keyboard

It's Friday night and you've had a hard week at work! Your partner has made up mountains of sandwiches. The fridge is full of amber nectar. The table is laid out and you are busy shuffling the cards. If this scenario sounds familiar to you, stand by for an entertaining evening of card playing with a difference. You may well lose at this version of 'Blackjack' but you can rest assured that you won't lose your shirt, car, home or any thing else, except perhaps your pride.

In case you are unfamiliar with the rules for Blackjack, I will briefly outline the idea behind the game. Each player is dealt two cards. The idea being to make a score of 21 or as near as possible. Aces count as 1 or 11 depending upon the circumstances. After the cards have been dealt no-one will have a score of more than the required 21. Each player takes his turn to decide whether or not he wishes more cards to increase his score value, or to stick with what they have. After all players have had their turn the dealer then reveals his cards. He may deal himself more cards just as the other players with one exception. The dealer MUST deal another card too if his initial score is 16 or less. This gives the players slightly better odds of winning the hand. When the dealer completes his turn, any player whose cards add up to more than the dealer's wins. Unless the dealer himself has been dealt 21.

In this computerised version I have stripped out a lot of the finer points of the game. Buying extra cards, paying out specific odds, extra odds for a royal pontoon etc. The following is the breakdown of the rules for this version.

The bank must draw extra cards on a score of 16 or less. The players may on any score if they desire.

Blackjack is the best hand and comprises of a score of 21 with 2 cards only.

To place a bet you use the keys 1-9. Key 1 will place a bet of 50, 2 places a bet of 100, etc. (up to 9 which will bet 450). Key 0 will place a bet of 500 (this being the maximum you can bet on any hand).

If you wish to be dealt another card press 'C'.

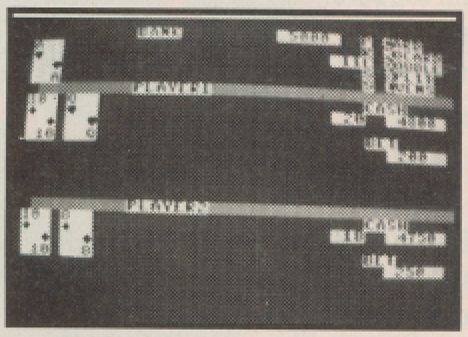
If you wish to stay (stick) press 'N'.

Cards of the same value may be split once, except for 4, 5 or 10. If aces are split you receive only one card. Press 's'.

If you score Blackjack and the bank has an ace you can take even money by pressing 'E'.

The winner is the player with the most cash when the bank has no money left.

Cards are drawn randomly from 4 decks and reshuffled after 2 decks have been dealt.



TAPE PROBS!!!

If your ever-so-stonky, and incredibly funky, YC taperoonie steadfastedly refuses to load it could be one of three things:

a) The tape could be faulty!!!

b) Your datasette could be faulty!!!

c) The cat has peed on it and when you put it in your datasette not only does a terrible stench come out, but a strange 'Slopp! Slopp! Slopp!' noise can be heard.

If it's 'a' you should get a new tape (from us). If your answer's 'b' you should get a new datasette. If it's 'c' you should get yourself a new cat!

If you're absolutely, 100% sure that it's the tape at fault, pop it in a jiffy bag, with an explanation of the problem, and send it to:

YC TAPE 16 RETURNS
STANLEY PRECISION DATA SYSTEMS
UNIT F CAVENDISH COURTYARD
SALLOW ROAD
WELDON NORTH INDUSTRIAL ESTATE
CORBY
NORTHANTS NN17 1JX

Please include a self-addressed envelope and you'll receive your new tape THAT much quicker (allowing 28 days for delivery).



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Wiggle It
(Just a Little Bit!!!)

Rik Henderson grabs his joystick and steadfastedly refuses to laugh, snigger or even "ooer" at any innuendos that may or may not appear in his wonderful, fantabuloustic joystick round-up. Needless to say that when we mentioned the word "shaft" we found out that he lied!!!

The games that we tested the mean machines on were Continental Circus - Virgin Mastertronic, and Super Cars - Gremlin, in order to get a good all-over road test.



KONIX SPEEDKING

THE SCORING SYSTEM

A couple of months ago Beverly received a press release from Bondwell with a quote from the guv'ner of the firm stating "We see Logic 3 as the BMW of the joystick world...", so we've decided to rate the joysticks on a similar parallel.

ENGINE - This is how well the joystick is made inside (ie. does it have microswitches or what?)

BODYWORK - This is how sturdy the joystick is, and how much torture the exterior can take.

STEERING - This is how accurate are the directions.

MILEAGE - This is how long will the joystick last before conking out.

TOP SPEED - This is the overall rating for the game!!!

All of the above ratings are given in MPH. The first four are marked out of 50 miles per hour, and then this is added up to give a Top Speed.

After this we give you a comparison on what motor the joystick is most like.

KONIX SPEEDKING

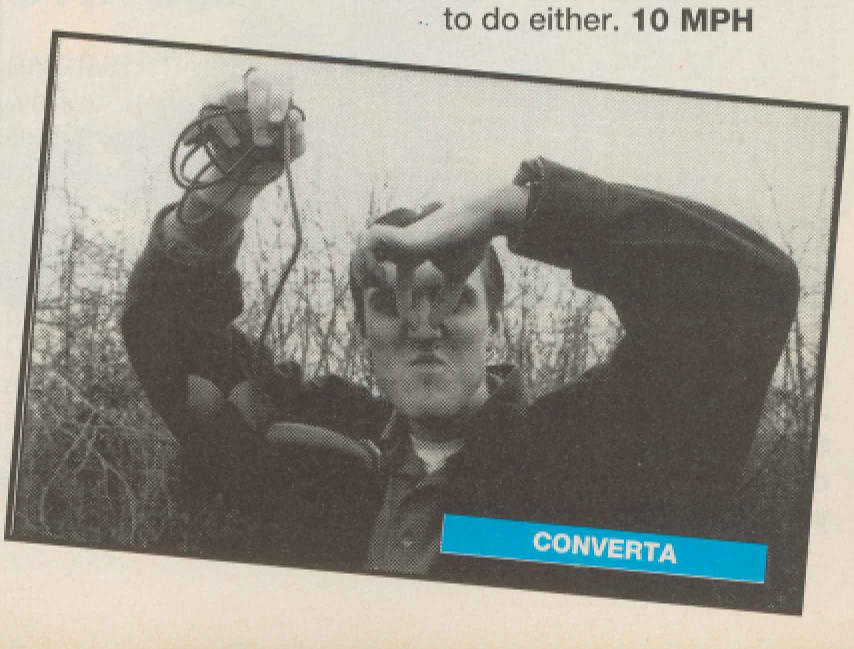
ENGINE - The microswitches give a resounding 'click' every time you point the shaft in a direction and it makes you feel as if the action is very much controlled by yourself. **45 MPH**
BODYWORK - Although the feel is very plasticky, and the shaft is absolutely teeny, it fits very snuggly in your hand and the button is conveniently placed for extremely fast action. Left handed players should beware, as the main-stream version is definitely designed for the right handed majority. **34 MPH**
STEERING - Excellent at hitting those diagonals first time, and the other directions are slid into with ease. **47 MPH**
MILEAGE - Although the outer parts look quite shoddy, the only part of the joystick that'll wear with age is the presentation. **43 MPH**
TOP SPEED - A very slick joystick that is favoured by most of the YC staff (I've had mine for 3 years). It was superb at both types of game we tested it on. **169 MPH**

THE SHOWROOM

JOYSTICK: Konix Speedking
SUPPLIER: Konix Computer Products Ltd.
PRICE: £10.99
OPTIONAL EXTRAS: Autofire (£11.99)
GUARANTEE: 12 Months
COMPARISON: Porsche 911 Turbo

CONVERTA

ENGINE - This is a micro leaf joystick (meaning it uses metal contacts for directional play rather than switches) and as such has smaller, but occasionally inaccurate, workings. **15 MPH**
BODYWORK - Oh dear!!! The whole stick is based on the idea that it can either fit in your hand or stick to the table - it fails to do either. **10 MPH**



CONVERTA

STEERING - This is a bit like stirring a bowl of soup. There is no physical indication of diagonals, and I'm afraid that its directional play is about as effective as flat tyre. **12 MPH**
MILEAGE - If this flimsy excuse last for more than a week of hard gameplay I'd be very surprised. **5 MPH**
TOP SPEED - What a crap joystick - I don't know what else to say!!! **42 MPH**

THE SHOWROOM

JOYSTICK: Converta
SUPPLIER: Krackin
PRICE: £9.99
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 Months
COMPARISON: A clapped out Reliant Robin (at best)

KONIX NAVIGATOR

ENGINE - Everything runs very smoothly in this high-class version of the Konix Speedking. The microswitches are very

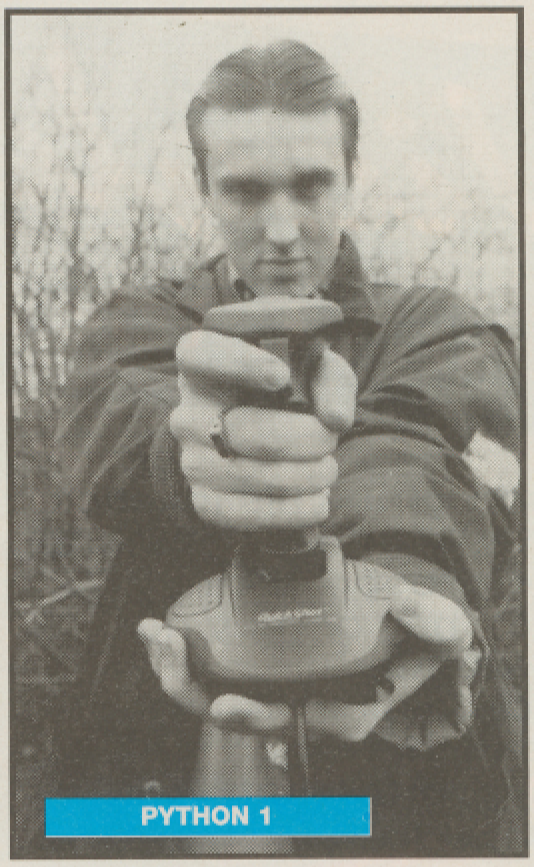

KONIX NAVIGATOR

robust but still very responsive. **47 MPH**
BODYWORK - A very slick design that fits snugly in your hand with a little shaft at the top. Also, unlike its little brother, you can use it in either hand. **46 MPH**
STEERING - Easy to lock into those diagonals, and it's nice to see that the normal directional play doesn't suffer because of this. Also the main stick needn't travel very far to reach it's slot, making it a lot tighter than most joysticks. **48 MPH**
MILEAGE - At last a plastic joystick that feels as if it's been built to last. Everything about it feels sturdy. **47 MPH**
TOP SPEED - This is truly the joystick by which to judge all others. And above everything else it even has a smart auto-fire (if the auto-fire's on, you have to press down the main fire button for it to work, allowing you to avoid things you don't particularly want to shoot). **188 MPH**

THE SHOWROOM

JOYSTICK: Konix Navigator
SUPPLIER: Konix
PRICE: £14.99
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 Months
COMPARISON: Ferrari Testarossa

PYTHON 1


PYTHON 1

ENGINE - I really don't like joysticks without microswitches, and although this Quickshot seems to work well enough I just can't get to grips with the almost spongy mechanisms. **35 MPH**
BODYWORK - One thing you can't knock any of the new range of Quickshots for is their presentation. It feels so good in your hands that you honestly don't want to let go. **48 MPH**
STEERING - Like all the sticks without microswitches there is no real indication of whether you're placed in a direction or not, but it all seems very responsive to me. **42 MPH**
MILEAGE - This is hard to say. I've known some people who've had Quickshots for years, but others who've had to continually replace them. It really depends on what type of games you play, and whether you're an aggresive person or not. **35 MPH**
TOP SPEED - A gorgeous looking joystick with the ancient Quickshot mechanism inside. If you like to be comfortable when playing this is the joy for you. **160 MPH**

THE SHOWROOM

JOYSTICK: Python 1
SUPPLIER: Bondwell
PRICE: £9.99
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 Months
COMPARISON: Mercedes Benz

APACHE 1

ENGINE - Exactly the same inside as it's brother (the Python 1) and exactly the same applies. **35 MPH**
BODYWORK - Not as appealing as most of the Quickshot range, and feels more plasticky. **35 MPH**
STEERING - Again identical to the Python 1. **42 MPH**
MILEAGE - I honestly can't see it taking the kind of battering a game of Swiv would give it. **28 MPH**
TOP SPEED - Although it seems to be pretty poor, the Apache 1 is the ideal joystick to have as a spare (for when your mates come round). You might even like it as your first choice. **140 MPH**


APACHE 1

THE SHOWROOM

JOYSTICK: Apache 1
SUPPLIER: Bondwell
PRICE: £6.99
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 Months
COMPARISON: Triumph Spitfire

FLIGHTGRIP 1

ENGINE - Works very well due to the exterior being a joypad in preference to a joystick. One only wonders how it fits in? **47 MPH**
BODYWORK - Easily the funkiest looking out of the lot of them. If you don't want to use it as a joystick you could always play Batman and Robin with it whilst zooming it through the air. **50 MPH**
STEERING - Immaculate, as long as you get the hang of using the directional pad instead of a stick. **50 MPH**
MILEAGE - Again it's made from a light plastic, but it seems very sturdy, and is not the sort of thing that you'd play Track and Field with anyway. **42 MPH**
TOP SPEED - Although weird initially this strange beastie gives you the ultimate control over any game (apart from wagglers). It performed very well on the two games we tested it on. - **189 MPH**

THE SHOWROOM

JOYSTICK: Flightgrip 1
SUPPLIER: Bondwell
PRICE: £8.99
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 Months
COMPARISON: Lotus Esprit Turbo



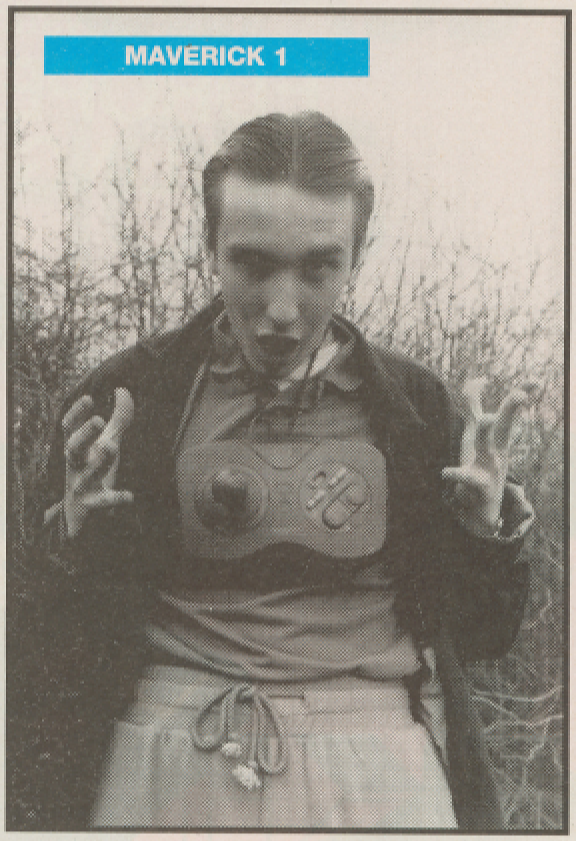


MAVERICK 1

ENGINE - A very firm stick with very good directional feel, and the options for other computers are welcome for those of us with consoles too. **46 MPH**
BODYWORK – Exceptional!!! It wouldn't look out of place in the local arcade and helps you to feel like your really there. **50 MPH**
STEERING - Faultless! **50 MPH**
MILEAGE - If not abused the Maverick 1 should last for yonks and yonks and yonks. **47 MPH**
TOP SPEED - Joypads are so comfortable to use, and they certainly brighten any coin-op conversion. The Quickshot joypad is the best at an affordable price. **193 MPH**

THE SHOWROOM

JOYSTICK: Maverick 1
SUPPLIER: Bondwell
PRICE: £14.99
OPTIONAL EXTRAS: N/A
GUARANTEE: 12 Months
COMPARISON: Porsche 929 Turbo

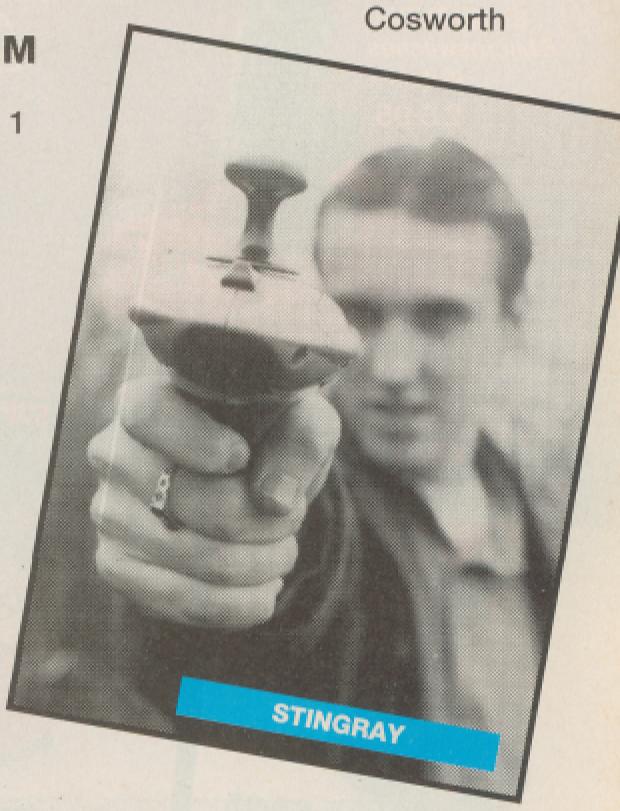


STINGRAY

ENGINE - Seems to work perfectly, with responsive microswitches and everything. **49 MPH**
BODYWORK - Another very weird looking joy in the Navigator mould. Couldn't fail to stand out as it's a bright blue and shiny plastic. **42 MPH**
STEERING - The stick part is a bit clumsy and large for you to come to grips with at the most urgent of times. **34 MPH**
MILEAGE - A hard one this! It's a different plastic to the rest but it seems far more chunky and built to last. **49 MPH**
TOP SPEED - Although it has the worst placed fire buttons in the history of joysticks, the one at the front is by far enough for most uses. **174 MPH**

THE SHOWROOM

JOYSTICK: Stingray
SUPPLIER: Logic 3
PRICE: £14.95
OPTIONAL EXTRAS: Autofire (£15.95)
GUARANTEE: 12 Months
COMPARISON: Ford Cosworth



And that's it for now! Top dog this month was Bondwell's Maverick 1, and next ish we've got loads more joys to test...

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SECTION A (PERSONAL)

1 Are you?

- Male ☐
- Female ☐

2 How old are you?

- Under 8 ☐
- 8-10 ☐
- 11-13 ☐
- 14-16 ☐
- 17-19 ☐
- 20-22 ☐
- 23-25 ☐
- Over 25 ☐

3 Current state of employment?

- At School ☐
- At College/University ☐
- Working Full-Time ☐
- Working Part-Time ☐
- Unemployed ☐

3a If you are working, what is your occupation?

....

3b What is your weekly income (pocket money/wages)?

- £5 or less ☐
- £6-£10 ☐
- £11-£30 ☐
- £31-£100 ☐
- £101-£300 ☐
- £301+ ☐

SECTION B (HARDWARE)

1 Do you own any other home computers apart from the C64/C128?

- Spectrum ☐
- Amstrad CPC ☐
- Atari ST ☐
- Amiga ☐
- PC Compatible ☐
- Other (Please specify): ☐

....

2 Do you plan to buy a new home computer in the next 12 months?

Yes ☐ No ☐

2a If yes, which one?

- Spectrum ☐
- Amstrad CPC ☐
- Atari ST ☐
- Amiga ☐
- PC Compatible ☐
- Other (Please specify): ☐

....

3 Do you own a console?

Yes ☐ No ☐

3a If yes, which one?

- C64GS ☐
- Amstrad GX4000 ☐
- Sega Master System ☐
- Sega Mega Drive ☐
- Nintendo ES ☐
- Nintendo Game Boy ☐
- Atari Lynx ☐
- Atari VCS ☐
- PC Engine ☐
- PC Engine Super Grafx ☐
- Other (Please specify): ☐

....

4 Do you plan to buy a console in the next 12 months?

Yes ☐ No ☐

4a If yes, which one?

- C64GS ☐
- Amstrad GX4000 ☐
- Sega Master System ☐
- Sega Mega Drive ☐
- Nintendo ES ☐
- Nintendo Game Boy ☐
- Atari Lynx ☐
- Atari VCS ☐
- PC Engine ☐
- PC Engine Super Grafx ☐
- Other (Please specify): ☐

....

5 Do you own a disk drive?

Yes ☐ No ☐

P.T.O.

6 **Do you own a monitor?**

Yes ☐ No ☐

7 **Do you own a C64 or C128?**

C64 ☐
C128 ☐
Neither ☐

SECTION C (SOFTWARE)

1 **How much cash do you spend on games in an average month?**

Less than £10 ☐
£11-£25 ☐
£26-£50 ☐
£51+ ☐

2 **How much cash do you expect to spend on games (per month) over the next year?**

Less than £10 ☐
£11-£25 ☐
£26-£50 ☐
£51+ ☐

3 **When buying a game do you pay most attention to:**

Price ☐
YC Reviews ☐
Other Magazine Reviews ☐
Advertisements ☐
Packaging ☐
Game's Name ☐

4 **What type of games do you play?**

Shoot-em-ups ☐
Arcade Conversions ☐
Sports Simulations ☐
Strategy/War Games ☐
Flight Sims ☐
Adventures ☐
Other (Please specify): ☐
....

5 **When playing a game, what are you most interested in?**

Funky Graphics ☐
Serious Sonics ☐
Great Gameplay ☐
Arresting Addictiveness ☐
Number of Levels ☐
High Scores ☐

6 **What are the three funkiest C64 games you've ever played?**

i) ....
ii) ....
iii) ....

7 **Where do you usually buy your software?**

Specialist Computer Store ☐
Chainstore (WH Smith, Boots, etc.) ☐
Mail Order ☐
Computer Shows ☐

8 **Which computer shows do you attend/plan to attend?**

The Computer Entertainment Show ☐
The Computer Shopper Show ☐
The Commodore Show ☐
All-Formats Computer Fair ☐
Other (Please specify): ☐
....

SECTION D (MAGAZINES)

1 **Do you bother to read any other computer mags?**

Commodore Disk User ☐
Commodore Format ☐
Zzap ☐
Ace ☐
C+VG ☐
New Computer Express ☐
Other (Please specify): ☐
....
....

2 **Do you read any other non-computer related mag? If so, which ones?**

....
....
....
....

3 **Do you think that YC should cover more or less of the following items, or have we got it just right?**

	M	R	L
Data	☐	☐	☐
Konsole Krazy	☐	☐	☐
Scum Of The Earth	☐	☐	☐
Misadventures	☐	☐	☐
Post Apocalypse	☐	☐	☐
Budgie Column	☐	☐	☐
Thangs To Come	☐	☐	☐
Neon Zone	☐	☐	☐
On The Tape	☐	☐	☐
Tech Tips	☐	☐	☐
Wiggle It	☐	☐	☐
YC Goody Bag	☐	☐	☐

4 **How do you rate the following?**

	1	2	3	4	5
Reviews	☐	☐	☐	☐	☐
Features	☐	☐	☐	☐	☐
Compos	☐	☐	☐	☐	☐
Posters	☐	☐	☐	☐	☐
Cassette	☐	☐	☐	☐	☐
Covers	☐	☐	☐	☐	☐
Comic	☐	☐	☐	☐	☐

5 **Do you have any probs getting hold of this organ?**

Yes ☐ No ☐

5a **Do you have a subscription?**

Yes ☐ No ☐

6 **Why do you buy YC?**

Magazine Only ☐
Cassette Only ☐
Both ☐

7 **What would you like to see on future cassettes?**

More Wicked Games ☐
Playable Demos ☐
Graphics/Musical Demos ☐

8 **Is there any way in which you would improve YC?**

Yes ☐ No ☐

8a **If yes, how?** ....
....

My name is (BLOCK CAPS) ....
My address is ....
..................................**Postcode**..................................

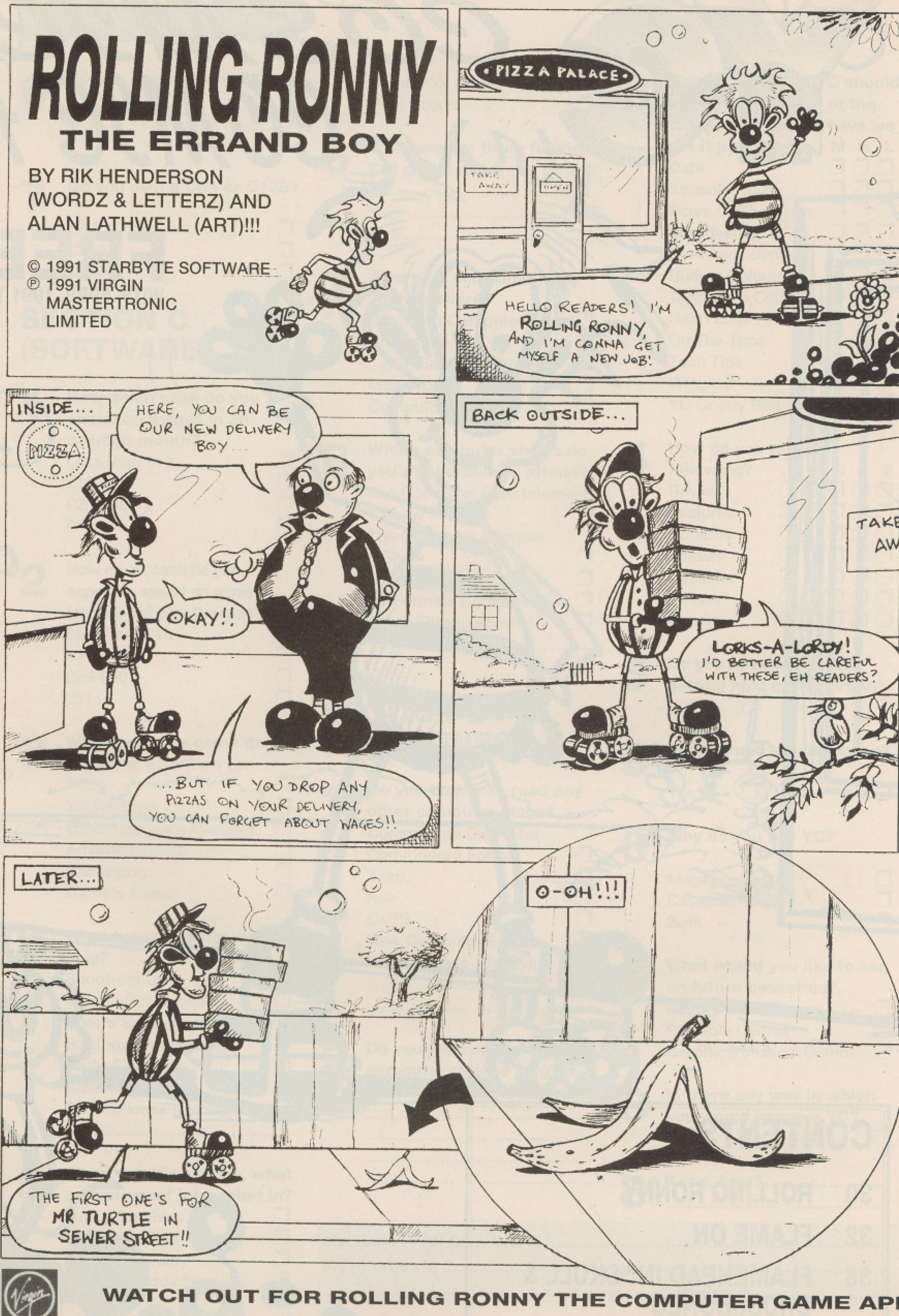
YC C64 C128

COSMIC COMIC 1

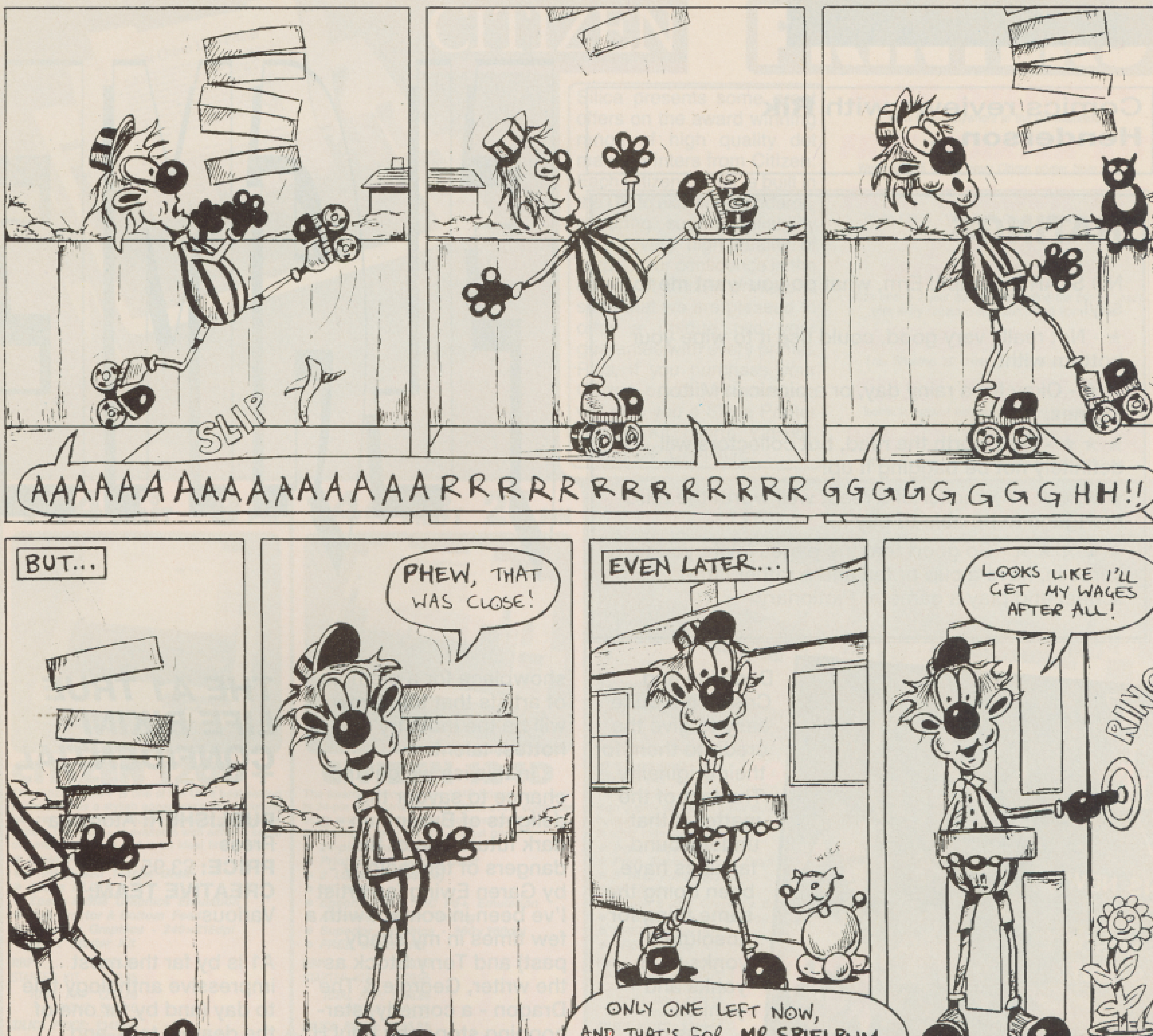
FREE
WITH APRIL 1991 YC



CONTENTS:



WATCH OUT FOR ROLLING RONNY THE COMPUTER GAME APPE A


SLIP
AAAAAA AAAAAAAAAARRRRRR RRRRRRRR GGGGGGGGHH!!
BUT...
PHEW, THAT WAS CLOSE!
EVEN LATER...
ONLY ONE LEFT NOW, AND THAT'S FOR MR SPIELBUM, THE FAMOUS FILM DIRECTOR!
LOOKS LIKE I'LL GET MY WAGES AFTER ALL!
RING
BUT...
HELLO?
AAARRGH!!
NO WAGES NOW, BAH!!
OOOO...
...YOU'RE JUST WHAT I'M AFTER! I'VE BEEN LOOKING FOR SOMEONE TO PLAY THE MONSTER IN MY NEW FILM!!! HERE, HAVE A THOUSAND POUNDS!
CRIKEY!!

Comics reviews with **Rik Henderson...**

FLAME

RATINGS

NO STARS - Crap!!! Erm, what do you want me to say!

★ - Not really very good, could use it to wipe your bottom with!

★ ★ - Okay for a rainy day, or a picnic in Milton Keynes.

★ ★ ★ - Well worth the read, but collectors will definitely not be bagging it up!

★ ★ ★ ★ - A cracker of a read, well worth the third mortgage to be able to buy it.

★ ★ ★ ★ ★ - So good that the pages invite you to come in, have a cup of tea and a rather large scone, and play a game of Pictionary.



OVER THE EDGE #1

PUBLISHER: Picturebox
PRICE: £1.70
CREATIVE TEAM: Various

With the success of the monthly/bimonthly anthology mags (such as Deadline and Crisis), it's quite easy to give the credit to them for their originality. The fact of the matter is that underground fanzines have been doing the same thing for absolutely yonks (and yonks and yonks).

The only problem that exists here is that they are not very well distributed in the comic outlets, and it's unlikely that you'll be able to find the latest copy of 'Nuns with big bikes' unless you dig under the masses of piles of comics with 'X' in their titles. This is a shame, and should be something that'll be rectified shortly, thanks to the attitudes of the smaller distributors. Even still, I had to barge past boxes of '2000ADs' and 'Marvel Presents' to be able to grab a copy of what could be the showpiece for a plethora of artists that tomorrow will be the industry's hottest talent.

In this ish we get the chance to savour the delights of Byzantium - a dark future tale of the dangers of technology - by Garen Ewing (an artist I've been in contact with a few times in my shady past) and Terry Stock as the writer, Georgie & The Dragon - a comedy, star-hopping story - by Paul H. Birch, Jez Hall and Joe Ahern, with the other highlight being Cath McGrath The Telepath - which is a serious short tale about the curse of telepathy - by David Waddell, Gary Portman and John Robbins. The other regular strips will need a few more episodes to establish themselves, as they seem to rely heavily on action, and tend not to dwell on plot.

Over The Edge will need to tighten up it's presentation a tad, and perhaps include a couple of strips that break from the Science Fiction/Fantasy mould, but we've been guaranteed that in the Editorial.

RATING: ★ ★ ★ ★

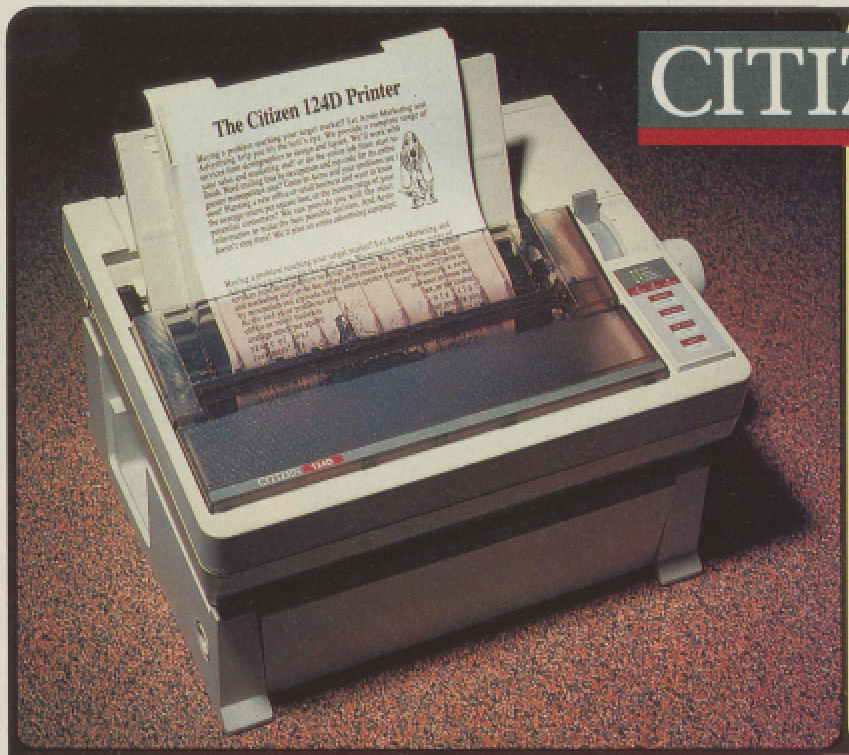
THE A1 TRUE LIFE BIKINI CONFIDENTIAL

PUBLISHER: Atomeka Press
PRICE: £3.95
CREATIVE TEAM: Various

A1 is by far the most impressive anthology title to day (and by far one of the dearest too), and although this'un's a fair bit late, we've been treated once again to strips with more talent that 'Uncle Bob's Butlin's Bognor Regis cheeky talent show and dog mastery competition'.

The contents are a bit on the saucy side so for all those under the age of 16 it's best if you ask your mam if you can have it first (otherwise you'll only have to hide it under your mattresses - and we all know what a drag that is!), and anyway, some of the strips are a little complex in plot anyway (we're not talking 'nudey turtles' here).

Inside is a hotch-potch of strips (some that offer more than one meaning for that word), and they're



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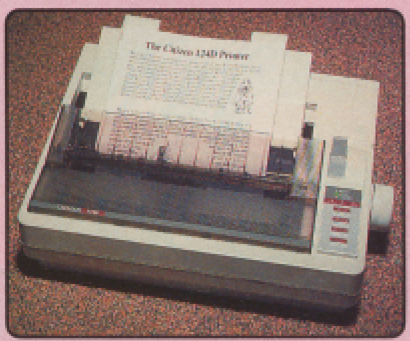
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SAVING: £110.45
SILICA PRICE: £148.35

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144 CPS DRAFT 24 PIN



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- *FREE Starter Kit*

RRP £320.85
STARTER KIT £29.95
TOTAL RRP: £350.80
SAVING: £144.95
SILICA PRICE: £205.85

£179 +VAT = £205.85

192 CPS DRAFT 9 PIN



SWIFT 9 - COLOUR!

The Citizen Swift 9 is perfect for those who require high quality dot matrix black or colour printing at a budget price. The print quality of Swift 9 rivals that of other manufacturer's 24-pin models.

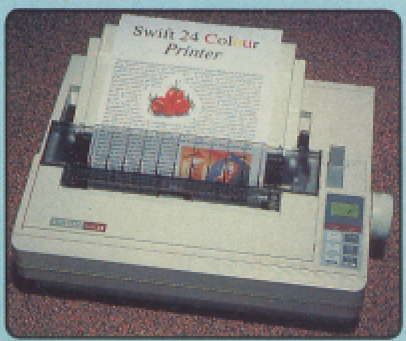
- *9-pin Impact Printer*
- *Print Speed 192cps Draft*
- *3 NLQ Fonts (48cps)*
- *8K Buffer*
- *Epson & IBM Graphics Emulation*
- *Advanced Paper Parking*
- *FREE Starter Kit*
- *FREE Colour Kit*

FREE! COLOUR KIT

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STARTER KIT £29.95
COLOUR KIT £39.95
TOTAL RRP: £379.25
SAVING: £161.90
SILICA PRICE: £217.35

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192 CPS DRAFT 24 PIN



SWIFT 24 - COLOUR!

The Citizen Swift 24 is one of Europe's best selling printers and has won awards including Printer Of The Year 1990. Its rapid print speed, quality and black or colour options, make it a natural choice.

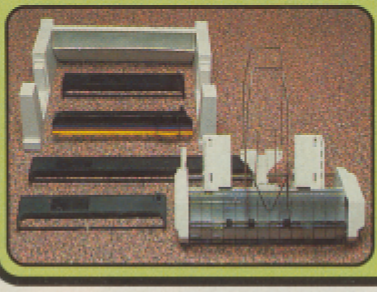
- *24-pin Impact Printer*
- *Print Speed 192cps Draft*
- *4 NLQ Fonts (64cps)*
- *8K Buffer*
- *Epson, IBM & NEC P6+ Emulation*
- *Advanced Paper Parking*
- *FREE Starter Kit*
- *FREE Colour Kit*

FREE! COLOUR KIT

RRP £419.75
STARTER KIT £29.95
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TOTAL RRP: £489.65
SAVING: £191.80
SILICA PRICE: £297.85

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YC POSTER
BACK TO THE FUTURE 3
IMAGEWORKS
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From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.
SALES CURVE
STORM
SWIV
AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM
UNIQUE DYNAMIC LOADER SYSTEM
Computer aided weapons systems on-line, communications equipment operational. System checks complete, prepare for combat as a member of your nations elite assault team - SWIV. Two different vehicles of devastating destructive power, fighting together in one team.
PRIMARY OBJECTIVE: Destroy enemy control centres.
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SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.
"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November.'90
"Superlative Shoot 'Em Up Stunna." Zero November.'90
Screenshots shown are from the Amiga version.

ON SHORTS

all of a quality that is normally associated with such creators. Although there is the occasional low point (like the flagrant attempt at getting as many famous names in the issue as possible with the inclusion of a Betty Page gallery - a collection of fake front covers featuring the same 'Cult-Queen').

Although you are asked to pay a great wad for such quality, it really is such quality. Buy it or be condemned to train-spotting for the rest of your life!!!

RATING: ☆ ☆ ☆ ☆ ☆





PREDATOR 2 #1 (of 2)

PUBLISHER: Dark Horse
PRICE: $2.50 U.S.
CREATIVE TEAM: Franz Henkel, Dan Berry, Randy Emberlin

Los Angeles is so hot that the tarmac is melting, and to make things worse there's a drug war going on. To make things even more bad a new Predator has arrived on Earth, and his hunting ground is the city. Lieutenant Harrigan is the man who is solely out to net the drug barons, and he finds more than he bargained for.

This comic is the first part of the official movie adaptation, and although it's very well done, like all movie adaptations, it's really only worth buying if you're not likely to see the film, but you'd like to know what happens anyway. If you are going to see the film, you'd be a dumb plonker if you wanted to read the story before hand (unless you like telling everybody else in the cinema exactly what happens before the end of the movie, and therefore having extremely large popcorn cartons rammed up your bottom).

RATING: ☆ ☆

THE COLOUR OF MAGIC #1 (of 4)



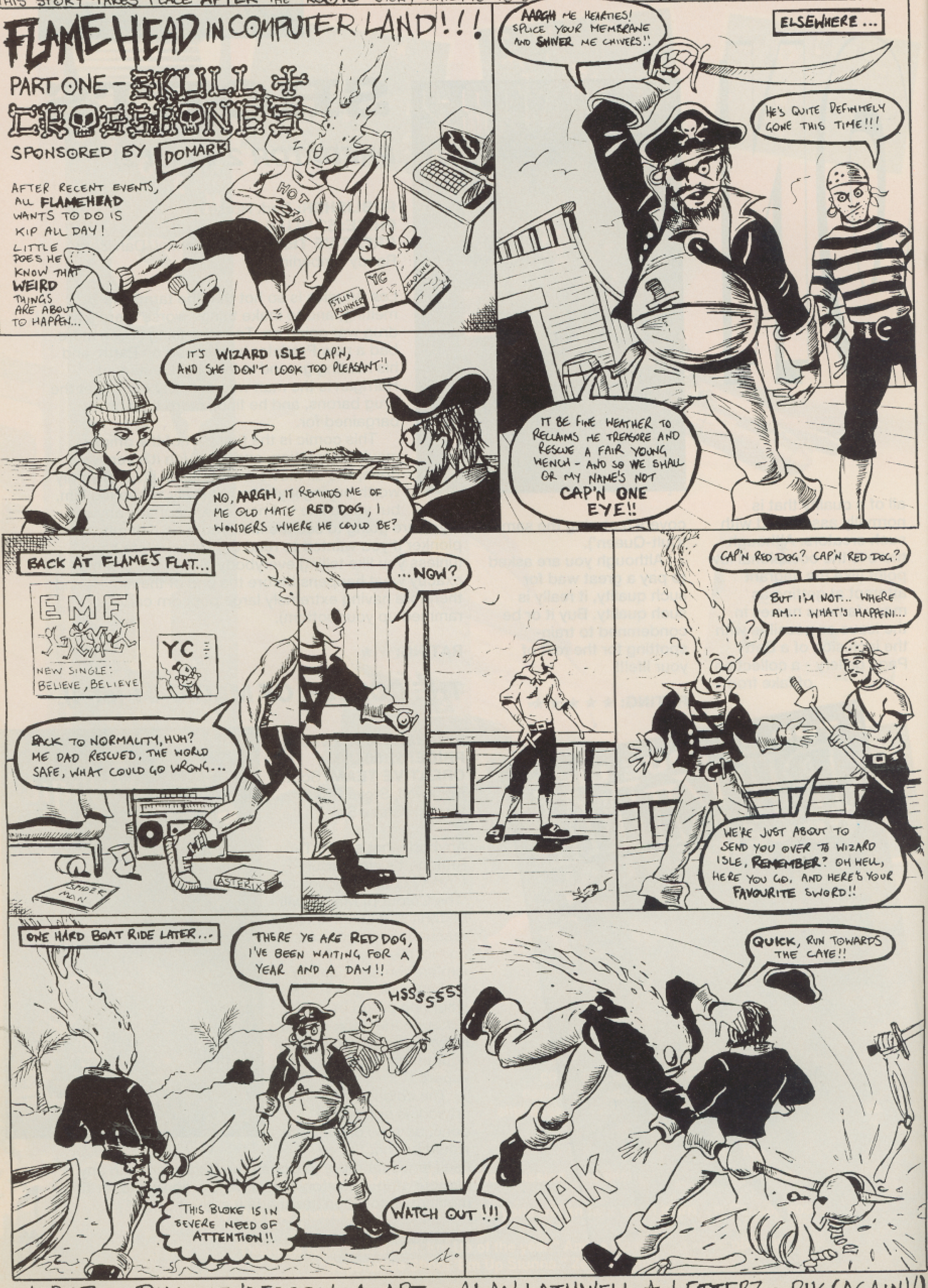
PUBLISHER: Innovation
PRICE: $2.50 U.S.
CREATIVE TEAM: Scott Rockwell, Steve Ross, Daerick Gross Sr.

Anybody that's read Terry Pratchett's wonderful fantasy comedy novel 'The Colour of Magic' will be thrilled that it's finally reached the pages of a comic. It's a tale of exploration and humour that even Douglas Adams would be proud of, and although the book has far more body to it, this adaptation is quite superb.

The colour of the artwork is splendidly done, and the only qualm would be that the art itself lends far more to Conan the Barbarian than any humour strip. The story was always a good one for this medium, Innovation has made it a great one.

RATING: ☆ ☆ ☆ ☆ ☆

THIS STORY TAKES PLACE **AFTER** THE 'ROOTS' STORY WHICH IS TO BE CONCLUDED VERY SOON!! - RIK (BIG ED!!)



WORDZ - RIK HENDERSON ★ ART - ALAN LATHWELL ★ LETTERZ - RIK (AGAIN!!)


IN THE CAVE...
DANGER
THERE BE SOME FISH AND GRAPES IN 'ERE!
OH GREAT! WE CAN FISH THE WIZARD TO DEATH!! C'MON LET'S SEE WHAT'S 'ROUND THE CORNER!
HERE WE GO AGAIN!! (SIGH!)
O-OH!!
OOOOOOOOOOO
I CAN SEE A DOOR, ME SHIPMATE!!
AND JUST WHEN IT WAS STARTING TO GET INTERESTING!
SLASH
HACK
HAVING MADE IT TO THE DOOR...
HAH, I THOUGHT YOU'D NEVER MAKE IT!
WASN'T THAT THE POINT?
OH NO! THAT LOT WAS JUST FOR SPORT. HERE COMES THE POINT!
I WISH I HAD MY BLASTER!
FLIPPING 'ECK, HOW DID I DO THAT? OH WELL, NEVER LOOK A GIFT HORSE IN THE GNASHERS...
BY THE ANCIENT SPIRITS OF ROLF HARRIS I CALL UPON THE MIGHTY DIGEREEDOO AND BLOW IT IN...
DED!
EAT HOT LEADEN SUPPOSITRIES, ALI BONGO!!!
UH? SOMETHING DISTINCTLY ODD IS GOING ON HERE, AND I'M GONNA FIND OUT WHAT?!?
POST BOX
TO BE CONTINUED...

fun school 3



Under 5s



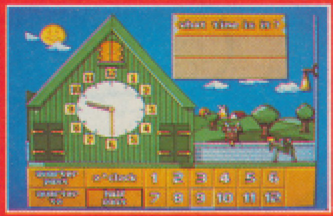
Count up to nine to help teddy get the honey



Pair the large letters at the alphabet fair



5 to 7s



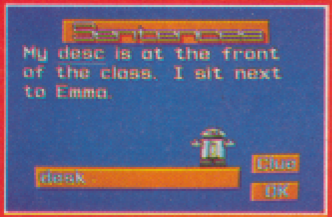
Tell the time and watch the clock come alive!



Guide the frog from log to log to solve the sums



Over 7s



Correct spelling, grammar and punctuation mistakes



Follow the directions to find the buried treasure

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PC 3.5"		5894		5895		5896
Amstrad PCW		5211		5212		5213
Spectrum	9084	9085	9086	9087	9088	9089
Commodore 64	9076	9077	9078	9079	9080	9081
Amstrad CPC	6189	6190	6191	6192	6193	6194

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OOZIN' EUGENE'S SCUM OF THE EARTH

Oozin' Eugene takes us on a one way trip to Dosherooniesville, and all qualified tippers should change here for Spondoolie Town. Other poor souls will have to make do with staying at the crap gamer's B&B.

Is this rad or what? 5 pages of mega-stonking tips for your mouths to water over, or my name's not Jeremy Beadle - hang on a sec, my name's NOT Jeremy Beadle, oh sod it!

TEENAGE MUTANT HERO TURTLES

Here's a load of absolutely spiffy hints and tips for Chrimbo's top seller. Unfortunately whoever sent them in forgot to include his/her name and address, so we'll presume that they were sent from the fifth turtle, Gino Ginelli.

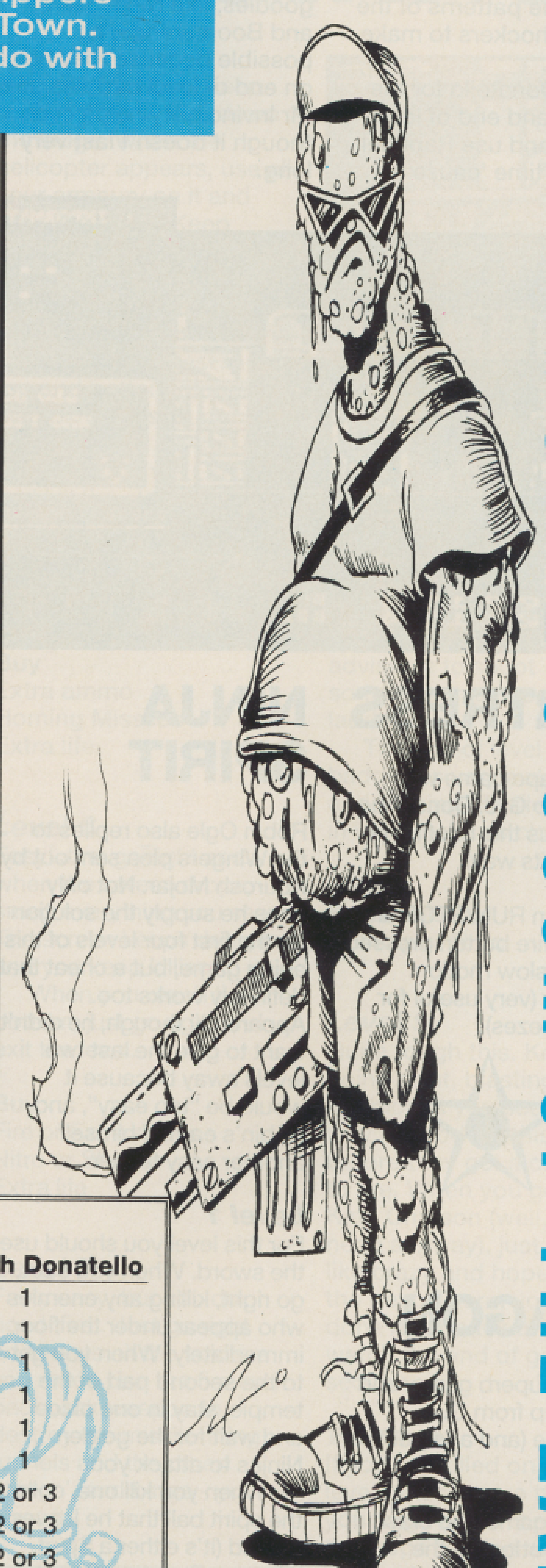
End of level Baddies

Beebop - It is best to stand on the ledge by Rocksteady and make sure he's not hitting you. Then crouch down, use Donatello, and keep firing. Eventually Beebop will jump into your staff 8 times and kill himself.

Rocksteady - Work out where he jumps and jump up behind him. Hit him 8 times with Donatello to kill him. Do not jump too close or he will keep hitting you.

Mecaturtle - Again, work out where he jumps and stand next to where he's going to land. Keep hitting him 8 times with Donatello or 16 times with any other turtle.

Shredder - Jump to the highest platform and crouch down with Donatello. Keep firing and he will jump into your Bo and kill himself. Be careful though, he'll jump to the height of the platform and fire every so often, you'll have to jump over the bullets.



How to kill the baddies

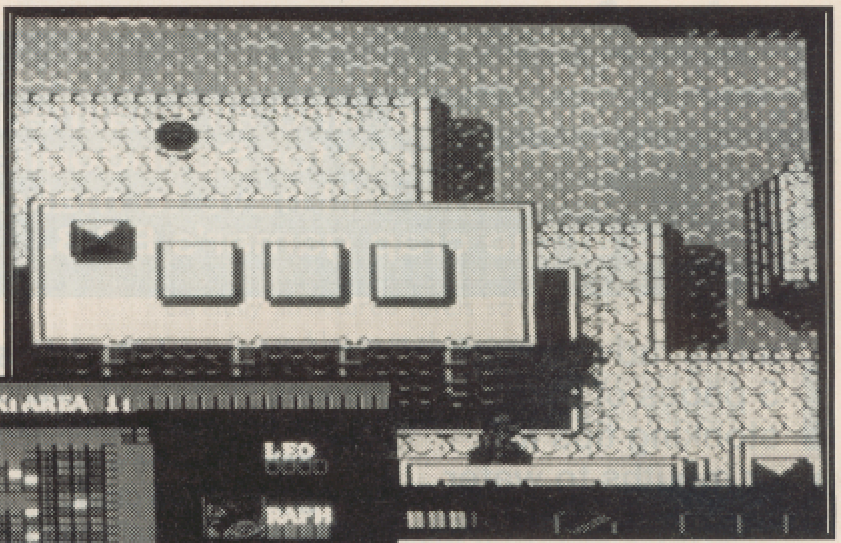
Baddy	Hits with any Turtle	Hits with Donatello
Balloons	1	1
Mousers	1	1
Bats	1	1
Stick-em-ups	1	1
Spiders	1	1
Foot Soldiers	2	1
Fire Freak	4 or 5	2 or 3
Roller Car	4 or 5	2 or 3
Boomerang Throwers	4 or 5	2 or 3
Chainsaw Men	5	3
Men that turn intoTurtles	6	3
Men that turn into Flies	2 for Man, 2 for Fly	1 for Man, 1 for Fly
Frogs	6	3
Ostriches	10	5

Other Tips

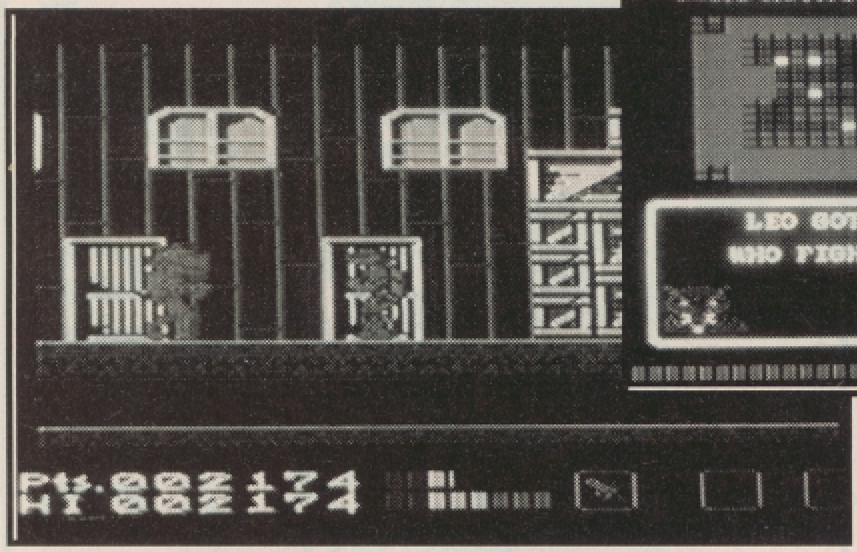
When you are in the water, work out where the bombs are and the patterns of the Electric Shockers to make life easier.

Save Donatello for the hard bits and end of level baddies, and use Raphael any other time 'cause his weapon has the shortest reach.

Try to collect as many goodies, like Ninja Stars and Boomerangs, as possible because they help on end of level baddies and Mr Invincibility helps even though it doesn't last very long.







FORTRESS

This YC tape game was fiendish so G. J. Donoghue has sent us this brief tip (a fiver's on its way).

Hold down RUN/STOP and keep the fire button pressed down for slow motion gameplay (very useful for tight squeezes).

ST DRAGON

Another superb game, and another tip from G. J. Donoghue (and another fiver for him).

Start the game and crash into the bottom of the screen, then restore the game by pressing P then Q. Do the same 4 times, you should now have immunity, but you cannot collect extra weapons.

NINJA SPIRIT

Robin Ogle also replies to the Wingers plea sent out by Kourosh Mojar. Not only does he supply the solution for the first four levels of this aging game, but a cheat that definitely works too. Apparently though, he didn't want to give the last two levels away because it would be "too easy", and Robin's earned himself another easy tenner.

Level 1

For this level you should use the sword. When you start, go right, killing any enemies who appear under the floor immediately. When you get to the second part of the temple, stay in one place and wait for the golden Ninjas to attack you.

When you kill one, collect the spirit ball that he leaves behind (it's either a Spirit, Weapon Boost, or Smart Bomb). Repeat this until there's a minute left on the clock, then run to a screen with two mini volcanoes.

Kill ten of the men who jump out of the MVs and when the end of level baddie appears, go to the right hand corner, change to Ninja Stars, and keep blasting. When a bullet goes near you just jump over it and keep blasting. Onward level 2...

Level 2

Use the sword again. Keep going right until you get to the second bridge, change to ninja stars and keep running. The end of level baddie is tricky. Firstly, make sure there's no fireballs on screen, then, whenever the scorpion goes for you, jump up. This gives you a few seconds to shoot at him and when it charges again, just repeat the above tactics.

Level 3

Very tough indeed. Use sword on this level. You've got to jump over the swamp giants, not kill them. It takes a while to learn this, but once you've perfected it you'll manage it every time.

When you get to the end of level baddie, switch to dynamite and jump over it in the same way as you did the swamp giants. As it goes the other way, give it a taste of explosives. Repeat this until it dies, but watch the small Ninjas coming up from behind.

Level 4

Dynamite on this level. Just keep going onwards and kill everything you see. You'll lose loads of lives, but what the hell!

On the final drop, switch to sword and move fast. When you get to the end of level baddies stay with the sword and when you get the chance, jump on top of them and dig the sword in.

The Cheat

For this cheat you'll need a reset switch. Reset on the title screen and enter:

POKE 10448, 173
SYS 2051

This gives you infinite lives.

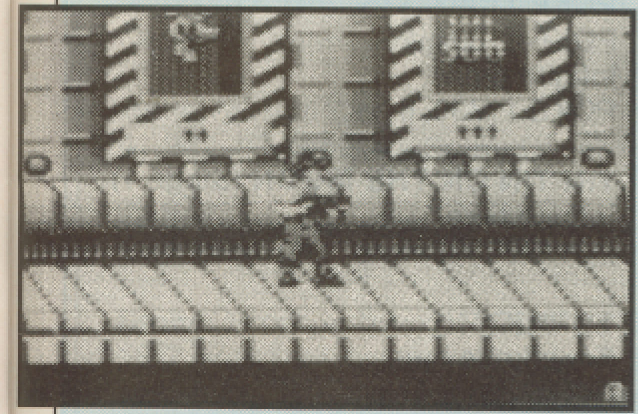
KNIGHT MARE

For most people this game has been true to its title, but for no longer. Daniel Broomfield and Jamie Cotter have sent us this brief tip on how to get past the second door, for which they get a fiver to share between them.

Give the man a few items and he gives you a shovel. Dig with the shovel under the locked door.

MIDNIGHT RESISTANCE

Easily the most addictive game for many moons, we've been inundated with both pleas for help, and tips galore. Robin Ogle does one better, and gives us loads of tips for every level to help us all finally complete the game. Fifteen quid is the least we can give you (and the most) Robin. Holy big dosh!!!



Level 1

A fairly simple level. Just keep going right until you get to the tank, then go to the left-hand corner and keep blasting at the tank. When it fires simply jump over the bullet, the second bullet just aims at where you were in the sir and presents no problem. Go up and right to complete the level.

Buy
Three-way or Shotgun
Homing or Nitro
An extra life

Level 2

Still fairly easy. Destroy the tank in the usual method and go down the hatch. Go through the vents and blast the machine gunners. Destroy the conveyor belts and when you get to the missile firing tank, go in the bottom left-hand corner and blast it from below. Go down and right to finish the level.

Buy
Three-way
Nitro or Shower
An extra life

Level 3

Tricky level this. Go right until you get to the lift, then keep jumping up, using the three-way to dispose of the jetpack men. When you get to the three saws, use the nitro or shower to dispose of them. To avoid them, just stay in the middle of the screen and when they come down, jump away and then back again.

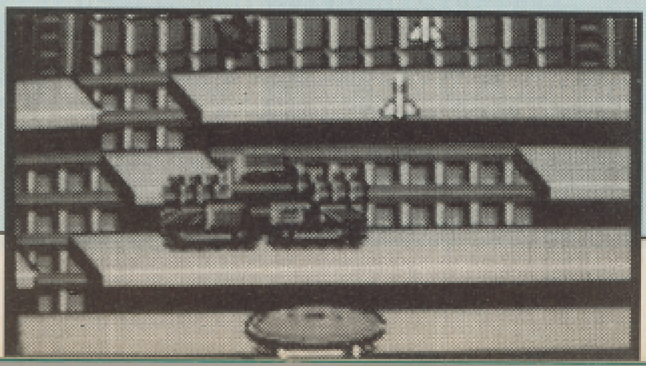
The end of level baddie is quite simple. Just blast the saws and shoot the eye. Keep going right to exit the level.

Buy
Three-way or Shotgun
Homing Missiles
An extra life

Level 4

Keep going right, destroying the tanks you meet, but be prepared for the jetpackers! Climb up the ladder and prepare for a long battle. Use the homing missiles to destroy the jets and exit right.

Buy
Extra ammo
Homing or Nitro
Extra life



Level 5

A tough level this. Keep going left and drop down the ledge. When the helicopter appears, use all your armoury on it and pray like crazy. Keep going left and use the same 'tactics' on the second helicopter.

To get past the electric forcefield, just blast the top and bottom of the electric beams. Jump the large gap and kill the machine-gunner. Go down and kill the electric man. Then go back up and destroy the forcefield, after which you go right to complete the level.

Buy
Extra ammo
Homing Missiles
Extra life

Level 6

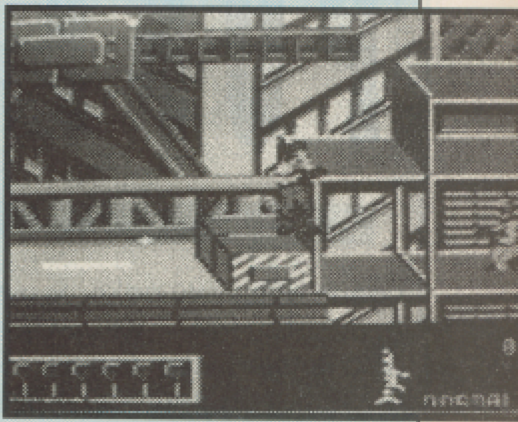
Easy! Just go right and when the screen drops, smeg everything you see. The screen keeps dropping and you keep killing.

When you reach the bottom, just go right and exit the level.

Buy
Fire or Extra ammo
Nitro or Shower
Extra life

Level 7

Fairly easy, but you do need 'fire'. Just go right and waste all the soldiers you meet. Use the fire and backpack weapon to destroy the missile-firing funnels and the other 'things', and bingo - you've done it.



Buy
Extra ammo
Homing
Extra life

Level 8

Keep going up, there's lots of keys to collect so its not advisable to shoot someone on a separate ladder.

The end of level baddies is very awkward and homing missiles come in very useful as close fire.

Buy
Extra ammo
Homing or Nitro

Level 9

Quite tough this. Keep going right, blasting all the blocks you see (three-way is good for this) before they get a chance to fire. When you get to King Crimson (well, his head anyway), just blast like crazy and hope for the best. There, you've done it, sit back and watch the end of game sequence.

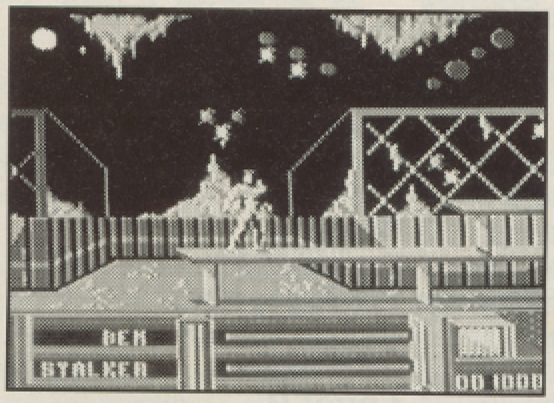
The Cheat
If you get killed on any level, after you've typed in your high score the message 'rewind and press fire' comes up. Ignore this line and just press fire. The next level will then load (this obviously will not work if you have a disk drive).

POKES

Loads of luverly pokeroonies from A. Jacobs, Peter JR Laws, and he who is titled Gino Ginelli. All of these will be getting a crispy fiver for their efforts.

If there is no SYS number it means that the pokes are for use with a cartridge (available from Datel, BDL, and other manufacturers).

BATMAN - THE MOVIE
Infinite lives
POKE 4866, 173
SYS 1624



CREATURES
Infinite lives
POKE 7328, 173
POKE 59246, 173

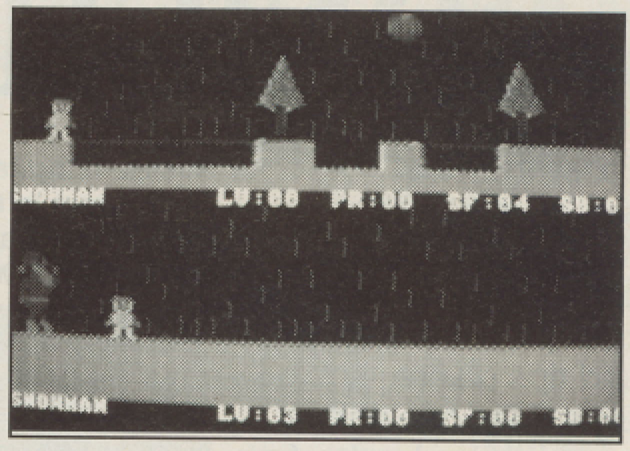
FROSTY THE SNOWMAN
Infinite lives
POKE 27915, 173

NARC
Infinite credits
POKE 28447, 173
POKE 28614, 173
Stops baddies shooting
POKE 31510, 189
POKE 31561, 189
Infinite bullets
POKE 26423, 0
Infinite missiles
POKE 33868, 0

PUB TRIVIA
Infinite money
POKE 9887, 0

THE RUNNING MAN
Infinite energy
POKE 5139, 0
Infinite time (at end of levels)
POKE 3520, 0
Stops dog biting you
POKE 7835, 168
POKE 7841, 200

TEENAGE MUTANT HERO TURTLES
Infinite credits



POKE 1577, 173
Infinite energy
POKE 10918, 141

TOTAL RECALL
Infinite energy
POKE 11390, 201
POKE 11391, 255
POKE 11392, 208
POKE 11393, 176
POKE 11394, 251
Infinite time
POKE 11730, 0

TIN TIN ON THE MOON (Stage 1)
Infinite time
POKE 33627, 0

TURRICAN
For infinite time
POKE 3030, 173

POKES

WINGERS' CORNER

If you can help any of the following please send us your tips.

John Borley is having trouble with Knightmare (the tip in this ish should help), all three Dizzys (we printed full solutions to two of them - Treasure Island and Fantasy Land - in our Sept 90 issue), and Strip Poker 2.

M. A. Barrington wonders how to enter pokes without an SYS number. It's pretty easy really, you need a commercial cartridge from one of the suppliers. In a future issue we'll look at all those available, but for now you should rake through the adverts for the best one. The same applies to Michael Bennett Jnr.

James Hannaford is also having trouble with a Dizzy game, although this time it's the first one. He can get into the castle, and past the Wizard, but cannot complete the game.

Richard Fares is having a little trouble with Flimbo's Quest, he can't get past level 6, and needs a Poke with an SYS number.

Emma Copeman is having big probs with Frosty the Snowman and cannot get past the Elf. We'll be printing full maps and a playing guide in a future issue, but up in the poke section there's one for this excellent game.

Paul Milburn is looking for a cheat that works for X-Out. He reckons the one we printed in December didn't work due to the C64 not having an 'ESCAPE' key. There IS one on the C128, but I don't suppose that helps much.

Adrian Sharp needs cheats for Predator (How do you kill the monster or lift the tree trunk?), Live and Let Die (Infinite fuel needed), and Moonwalker (Infinite disks).

Scott Batts is looking for cheats for Back to the Future II, Barbarian, Target Renegade and Footballer of the Year.

Anthony Phillips would like to know if there's a poke that works for Green Beret.

MEGA-FIENDS FROM HELL

The high scores...

Bankok Knights
Sally Siam - Carl Beeson, Preston

Barbarian
14,350 - Ross Gammell, Harrow

Batman - The Caped Crusader
Completed (99%) Penguin's plot - C. Smalley, South Glamorgan

Batman - The Movie
616,420 - Andrew Mein, Falkirk

Beverly Hills Cop
41,922 - C. Smalley, South Glamorgan

Cabal
209,615 - Ben Rotunda, Cheltenham

Emlyn Hughes International Soccer
18-7 (skill 10) - Anthony Phillips, Essex
12-3 (skill 10) - Ben Rotunda, Cheltenham

Ghostbusters
$60,500 - Carl Beeson, Preston
$53,600 - Andrew Mein, Falkirk

IK+
588,000 - Ross Gammell, Harrow

Klax
Wave 17 - Ben Rotunda, Cheltenham

Pipemania
86,070 (level 21) - Ross Gammell, Harrow

Quartet
215,850 - Carl Micallef, Kent

Rainbow Islands
Level 6, Robot Island - Carl Micallef, Kent
Level 5 - Andrew Skillington, Leeds
Level 4 - Carl Beeson, Preston

Rambo
567,300 - C. Smalley, South Glamorgan

Red Heat
126, 833 - Adam Twine, Portsmouth

Salamander
93,000 - Ben Rotunda, Cheltenham

Starquake
Finished (18%) - Carl Beeson, Preston

Summer Camp
Level 3 - Andrew Skillington, Leeds

Super Wonderboy
115,310 (Finished game) - Carl Micallef, Kent

Turbo Outrun
12,867,900 - C. Smalley, South Glamorgan

Turrican
World 4, Area 2 - Andrew Skillington, Leeds

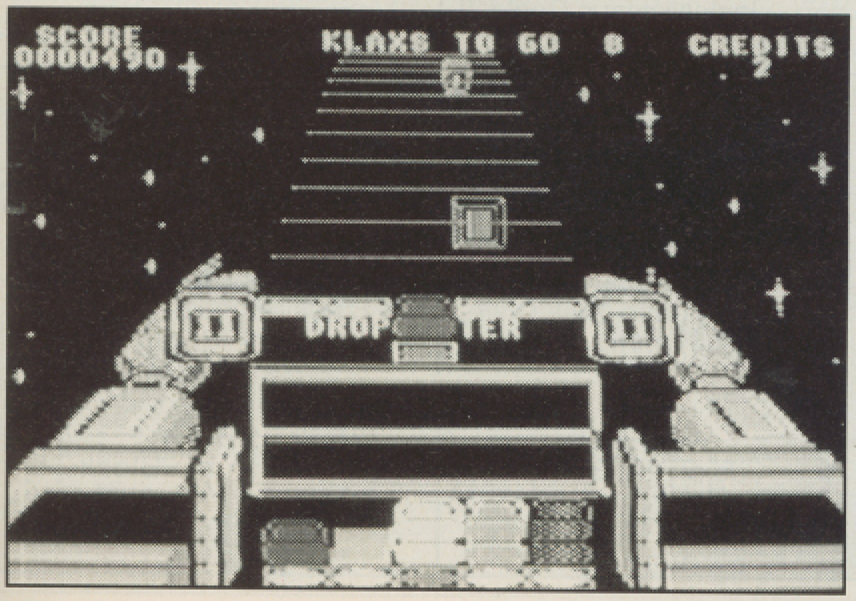
The Untouchables
206,730 - Ross Gammell, Harrow

WEC Le Mans
Completed, 644,630, Best lap time 158.4 - C. Smalley, South Glamorgan

Willow Pattern
Finished (89%) - Carl Beeson, Preston

Wonderboy
284,560 (area 7, round 3) - Carl Micallef, Kent

Yogi's Great Escape
100,700 - Andrew Mein, Falkirk



And that's it for this humungous edition of SOTE. Next month we'll see loads of maps and a couple of new features, until then keep sending in ORIGINAL hints, tips, pokes and maps and the best will be rewarded with real cash.

Send your cheats, high scores, winges to: **Oozin' Eugene, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

You join us for the first heat of this exciting contest. The lights are dim. The audience are dim. The contestants are d... No, but seriously. There will be four qualifying rounds of the contest from four sections of the software industry with questions on the kind of trivia that, until now, has cluttered only the minds of the YC staff.

COMPUTER BO

(aka "A Clash of the Titans: A Meeting f

ROUND

THE CONTESTANTS:

Danielle Woodyatt (US Gold): "My job is to maintain a constant corporate image for the company and its brands in response to enquiries from trade, public and press."

Cathy Campos (Mirrorsoft/Imageworks): "I'm responsible for the promotion of lots of different titles such as Back to the Future III and Predator II. In the course of my job I get to deal with and take out lots of interesting journos like the YC team."

Tammy Lock (Domark): "I'm a Marketing Assistant, Assistant PR Supremo. I meet lovely journos like Rik and go up and down the country taking them out for scrummy, expensive lunches. I also organise nice compos with games like Skull + Crossbones and Hydra which are completely brilliant!"

Nicki Hemmings (Rainbow Arts): "I try to get as many front covers out of journos as possible, with no lunches up front. I want to tell all the readers to go out and buy Turrican II which'll give Robocop II a run for its money - and we didn't have to buy a licence!"

Mike Clarke (Code Masters): "The Codies say to me: 'Get close to the press, Mike, and get them to write nice things about us. So, Absolutely brilliant... Code Masters... Code Masters... Super-smooth graphics. Is that OK?"

Daniel Marchant (Storm): "I do PR, testing and development managing. I take journos out to lunch and that gives me a good excuse to have an expensive meal. I like, where possible, to get my photo in the press so that our programmers can blow it up on the photocopier and deface it."

And on with the Questions...

This issue's winner will go on to meet a Programmer, an MD and a YC writer in the final. Can Danielle possibly know enough trivia?

Meanwhile the runners up will have to console themselves with a piece of Chocolate Fudge cake and the promise of a large, sticky drink at the European Computer Trade Show from Rik!

DW



CC



	DW	CC
1. Who is Kevin Toms?	He did a football game... Football Manager! **[1]**	The guy that programmed Football Manager. **[1]**
2. Who released Friday the 13th, the computer game?	Domark. It was Domark, was it? **[1]**	It was some tacky... (Censored, for Cathy's own good!) **[0]**
3. What have the computer games Liverpool FC, Great Giana Sisters and Outrun Europa got in common?	They didn't actually get released. But Outrun Europa IS going to be released! [A bonus half-point for out-witting YC, there!] **[1 1/2]**	They all got banned? **[1/2]**
4. What was YC called before it was called YC?	Your Commodore. **[1]**	Your Commodore. **[1]**
5. Name three software companies that have gone bust.	Softek, Activision, GrandSlam. **[3]**	Tynesoft, Softek, GrandSlam. **[3]**
6. Name three releases from Accolade software.	[After much thought] Test Drive, Ishido and a sportsy one... Jack Nicklaus Golf! **[3]**	Altered Destiny, Test Dive III, Elvira. **[3]**
7. Which software company has the Neighbours licence?	Pass! **[0]**	Whoever it is, I feel sorry for them! **[0]**
8. How many Megs does the average GS cartridge have?	Two or three Megabits. **[1]**	Four? I'm sure I'm wrong. **[0]**
9. Identify five add-ons for a C64?	Joystick, Mouse, Disk Drive, FastLoader, Printer. **[5]**	Joystick, Printer, Mouse, FastLoader, Monitor. **[5]**
10. Which chart-topping pop band is about to have its own computer game?	New Kids on the Block. **[1]**	New Kids on the Block. **[1]**

And the scores? 6th: Cathy Campos - 14 1/2 5th: Tammy Lock - 15 4th: Nicki Hemmings - 15 1/2 3r

OFFO OF THE YEAR 1991

ng (f Intellects The Like of Which Has Ne'er Been Seen Before")

1: PR-types

Only one contestant from each heat can go through to the exciting Woolworths self-adhesive Star-studded final in four issues' time. So, draw up a comfy chair and let's play Blockb... er... Computer Boffo of the Year 1991.

THE ANSWERS:

1: The author of Football Manager, and he had his mug-shot on the front 'an all.
2: Domark (although they prefer not to mention it - the game was such a turkey it had feathers and went "gobble, gobble, gobble"!)
3: None of them were ever properly released.
4: Your Commodore, of course!
5: Far too many to mention here! But Activision (sort of), Rabbit, Imagine, GrandSlam, CRL (sort of, again), Tynesoft, etc. are all acceptable.
6: No, there are much too many!
7: Zeppelin, actually!
8: Two, but MegaBITS kids, don't be fooled!
9: What do you plug into yours?
10: New Kids on the Block (eek, scream, yeah!)

TL



NH



MC



DM



TL	NH	MC	DM
He's something to do with a game about a football manager, I think. [1 1/2]	He must be a footballer. Did he write some football game? [1/2]	He had his picture on the front of some football game... Football Manager. [1]	The guy responsible for Football Manager. [1]
I know this company! Domark! [1]	Ocean? It's before my time! [0]	Was that CRL? [0]	CRL? [0]
They were never released. [1]	Never seen the games released. [1]	They never appeared, or very briefly. [1]	None of them came out. Er... none of them were any good? [1]
Your Commodore. [1]	Your Commodore. [1]	Your Commodore. [1]	Your Commodore. [1]
GrandSlam, Tynesoft, Interceptor. [3]	Tynesoft, Activision, Imagine. [3]	Tynesoft, GrandSlam, Imagine. The Lotus was borrowed (he adds, mysteriously.) [3]	Rabbit, Imagine, GrandSlam. [3]
I don't know. Er, Test Drive, Hardball and something 18? [2 1/2]	Test Drive II, Ishido, Day of the Viper. [3]	4th + Inches, Jack Nicklaus Golf, Test Drive .[3]	Gunboat, Jack Nicklaus and (deliberately thinks of game that Accolade would prefer not to mention) The Train! [3]
I really don't think I know that. [0]	It's not Roger Hulley's crowd, is it? [0]	Zeppelin. [1]	Er... Begins with A? Er... Ocean, just 'cos they deserve it! [0]
4000, er, 4, 40? [0]	Two. [1]	Two. [1]	Two. [1]
Cartridge thingy, Printer, DataCassette, Joystick, Monitor. [5]	Joystick, Disk Drive, Mouse, Printer, Power Cartridge. [5]	Cassette Deck, Disk Drive, Light Gun, Printer, Joystick. [5]	Joystick. Disk Drive, Monitor, A video if you want to [Poser!], Action Replay Cartridge. [5]
New Kids on the Block. [1]	New Kids on the Block. [1]	New Kids on the Block. [1]	[Conferring] New Kids on the Block? [1]

1/2

3rd: Daniel Marchant - 16 **2nd: Mike Clarke - 17** **But... 1st: Danielle Woodyatt - 17 1/2**

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NEXT MONTH

IN THE ONLY COMMIE 64 MAG WORTH SPENDING YOUR DOSH ON



GAUNTLET 3D

The sequel to the most original series of coin-ops in history, and original in every way itself. Read the exclusive first review in YC, and discover why US Gee think it's their biggest release for yonks.

THE MEGA-STONKING TAPE

At least TWO playable demos will headline the bestest YC tape yet. Others concentrate on supplying tape boxes we concentrate on supplying the goods.

KONSOLE KRAZY

An extra extended version of the column for C64GS owners that outlines the future of the machine, in humourous and serious ways.

AND MORE

- Loads of reviews and previews!
- Another free pull-out comic featuring your favourite strips!
- Tonnes of mega tips and adventure hints!
- The second part of Wiggle It!
- Another spondicious poster!

YC MAY '91 -

It's so splendid you could even use it to swat flies!!!

OUT APRIL 26

The publishers of YC are quite prone to spontanious decisions so if we change the contents or anything it's completely natural (But if we do, you can bet that it'd be completely funky whatever we change it to)!

Please mister newsagent, reserve a copy of YC for me every month. In return I'll hand over my rather crucial pocket money although it pains me to do so, and I wouldn't do it for any old crappy magazine.

MY NAME ....

MY ADDRESS ....

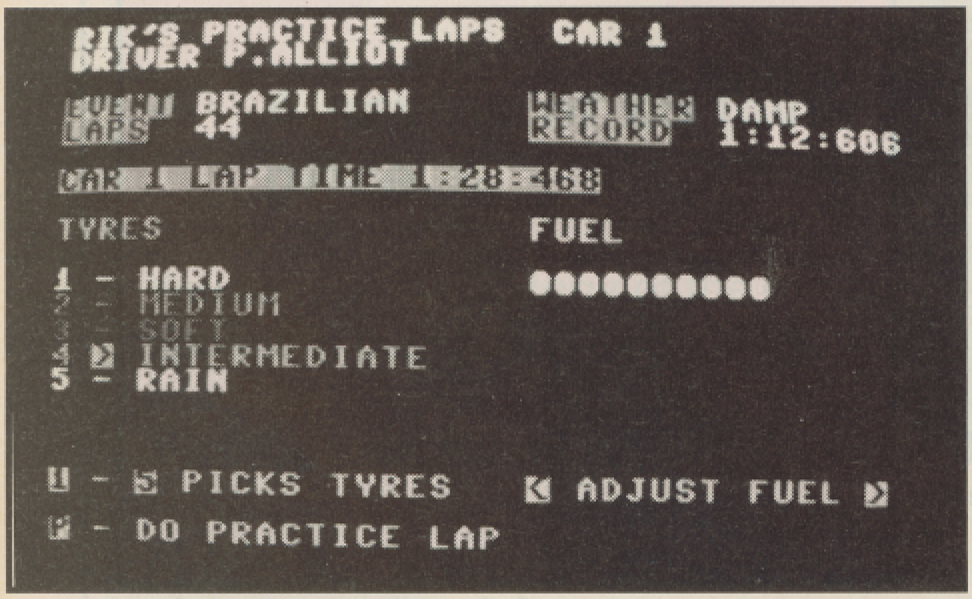
....

....

Give this to your local paper shop before it blows away!

GRAND PRIX

Football management games, you either love'em or you hate'em, either way you've probably had enough of them!!! Rik Henderson takes this unusual Formula One management game out for a spin...



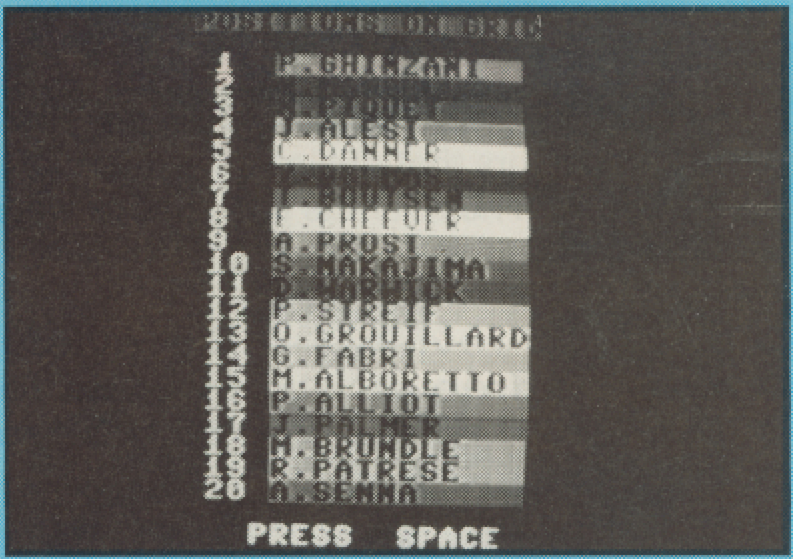
Management games? I love'em!!! Give me a day or two in front of a commie and a copy of Football Director and I'll be quiet the whole time (pausing briefly just to scoff the odd fig roll and sup my cold tea). And when something more original that footy becomes the subject of such a game I'm at it like a shot.

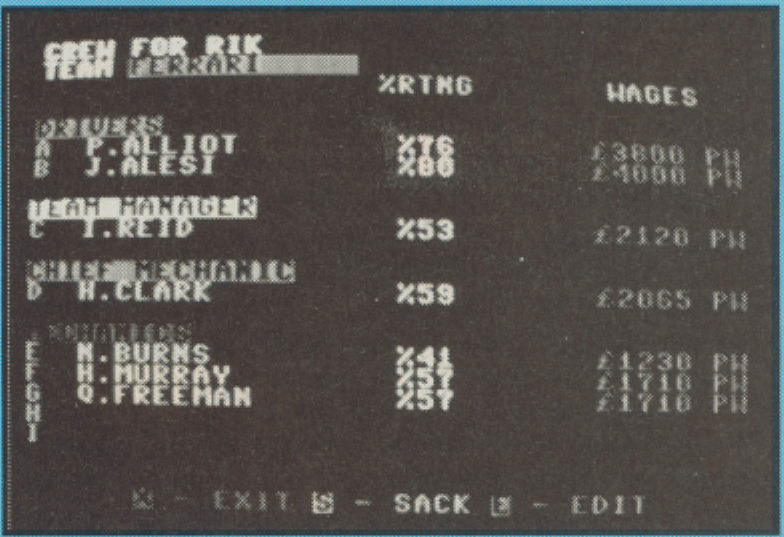
I tell you what, you've never seen a tape fly into a datasette as fast as my copy of Grand Prix did. Unfortunately I had to wait for the normal loading time until the game was there, up on screen, for my eagerly awaiting management skills to delve into, and delve they did.

You are the boss of a Formula One racing team, the sort of bloke that you see up in the grand stand of any racing track with a fat cigar and an equally fat build. And to build the team you get a few offers from different racing names and sponsors. As soon as the game starts you are offered the type of car that you'll race, the engine you'll put in the cars, the major sponsor name, the tyre manufacturer that you'll be linked to, and other sponsor/manufacturer



✪ "And there he goes... into the toilet... and here's comes Senna... walking straight past the hot dog stand... but my word, he's spinning... he's all over the place... can he hold it?.. that'll teach him to drink twenty pints of Becks!!!"



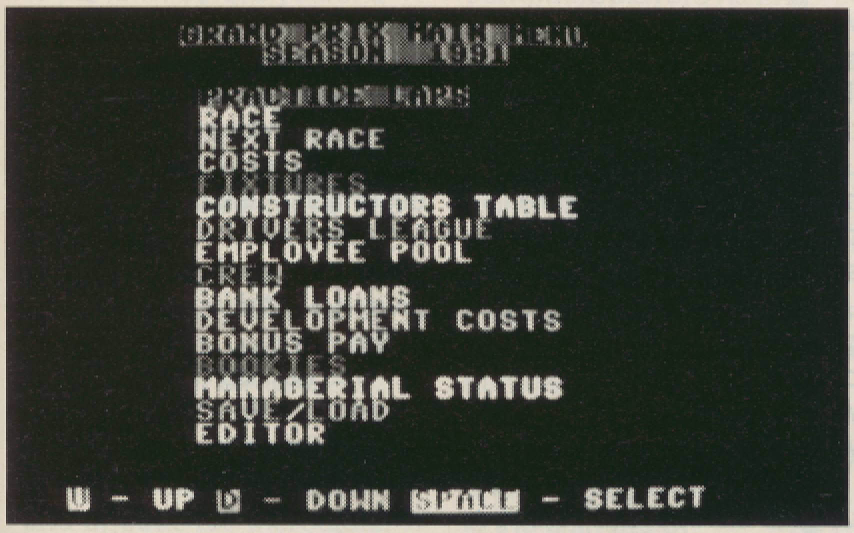


names that all go to putting together a winning set-up. These all give you humungous amounts of cash that you can use at a later date.

When you get through to the major option screen you realise that there's not really much you can actually spend your money on. You've already been supplied with a crew (the staff) all of which have their own individual percentage ratings, but you can sack them and install new people in their places (with higher percentage ratings hopefully). And apart from betting, investing and viewing the tables (driver and franchise) it's onto the track.

Here you get the chance to fuel your car and choose the type of tyres to use depending on the weather and really that's about it, just send your two drivers out. You have one qualifying lap to set your position on the grid and then it's the main race. It's here that the game fails most as you have to wait about five minutes to see the outcome. The only part of this that needs you to do anything is the pitstop when you've either got engine trouble, you want to change your tyres because the weather's changed, or you need to refuel, but the computer can even do this for you.

That's essentially all there is to the game. It's very hooking, but not necessarily complex enough for the real management boffos. If you're a racing fan you'd be well chuffed at the accuracy of the gameplay, if not it may be best to stick with the subject we all know and love, footy.



CREDIT CARD

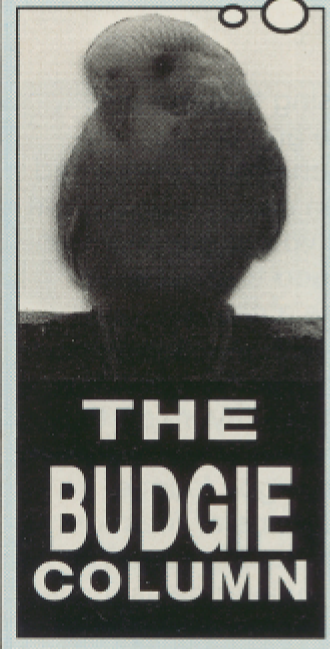
SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
What sonics?	What there is is crap, but do we really need them?	Pretty darn easy to get into and very easy to set up a winning team.	It'd keep your interest for a while, but after one season you may be inclined to move on.

NAME: Grand Prix.
SUPPLIER: D & H Games.
PRICE: £9.99 Tape only.
RELEASE DATE: Out now.

OVERALL **75%**

A distinctly average management game. It takes the corners smoothly enough, it just doesn't have the oomph for the straights.

TWEET, TWEET!



WITH RIK HENDERSON

THE SKORES

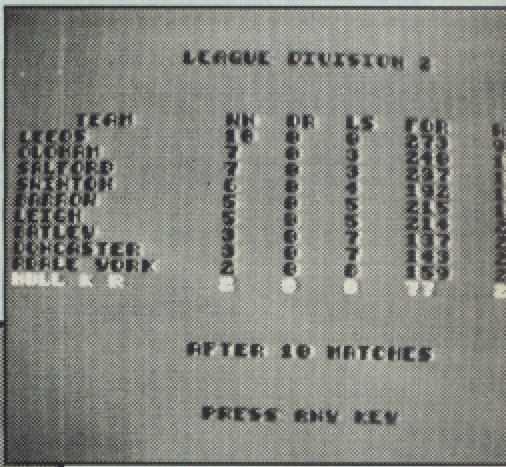
NO SKORE - This game is too abysmal for words.
✪ - It'd probably be worthwhile using the cassette to record an E.M.F. single on or something.
✪✪ - Not even worth a look. It's only appeal would be for amusement.
✪✪✪ - This is an average budgie game, and would probably fill a gap on a rainy Sunday afternoon.
✪✪✪✪ - This game is rather splendid really, but it lacks that certain something that determines a 'must buy'.
✪✪✪✪✪ - This is the best you're likely to get for your pocket money. Well worth raiding your piggy bank for.

RUGBY COACH

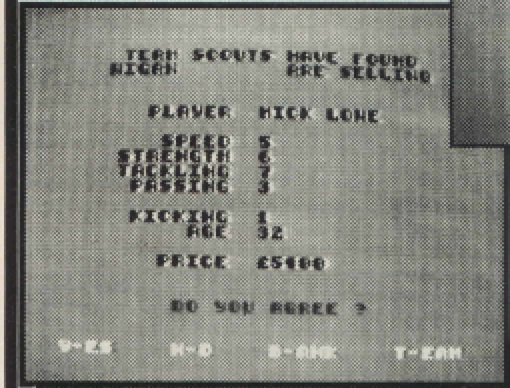
CULT £2.99

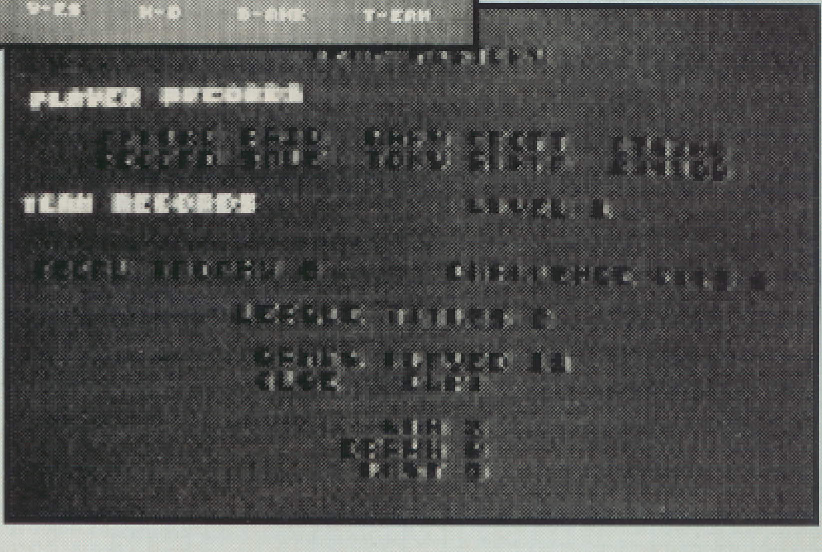
D&H Games are very well known for not only the company's prolific nature when it comes to sport simulations (see the Grand Prix review on these pages), but 90% of them are rather stonky (and pretty accurate). And out of these most of them are released for just under three quidies on the budget label 'Cult'.

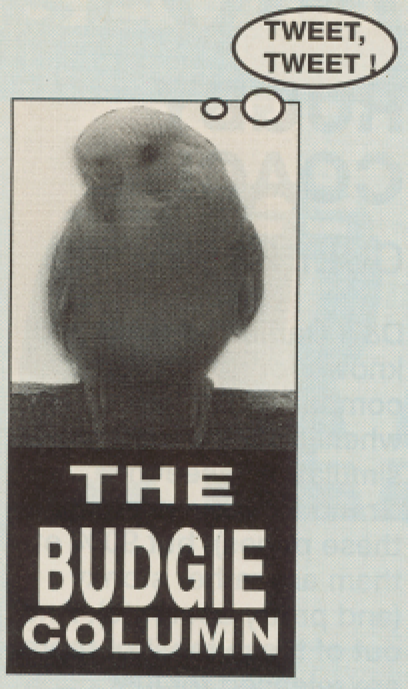
Rugby Coach is yet another of the management games that Cult's so good at, although this time the focus is away from footy. But not that far away, 'cause rugby's the focus of attention, or more accurately rugby league (the difference between rugby league and rugby union is the amount of facial scars boasted about in the pub afterwards, and the



amount of moonies that the players perform from the team coach after a



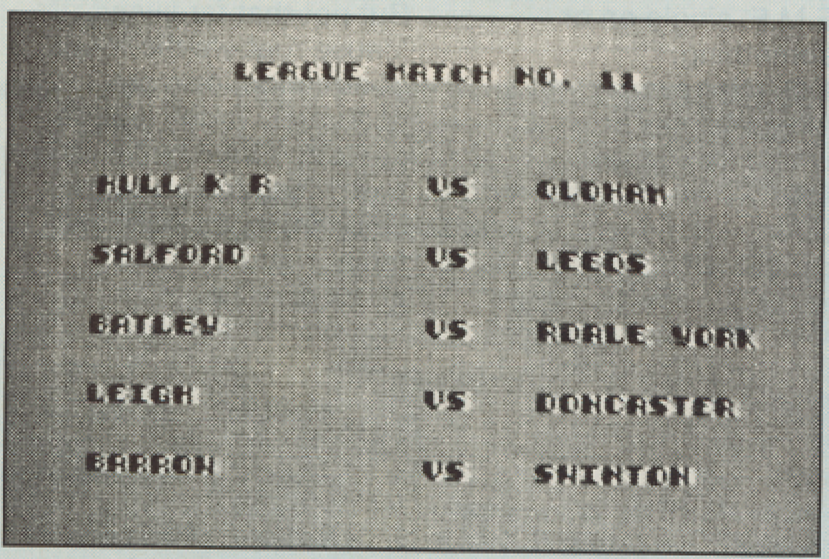




win and a keg full of beer).

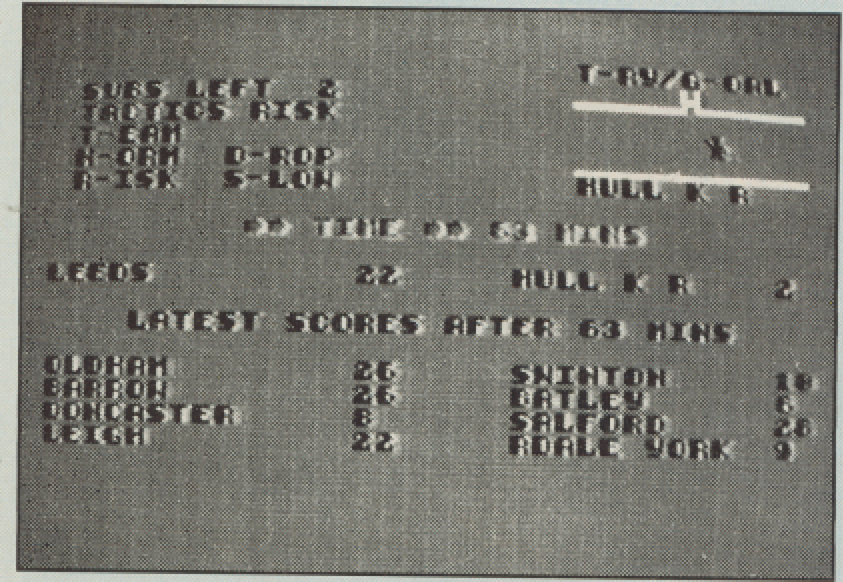
First you choose which team you'd like to manage, or 'coach' if we're being picky (we certainly are - The Readers), and you do have the chance to change the opposing teams in the league are.

Then you're presented with an option screen that offers you all the features you need to be able to choose a championship and cup (there are two of them) winning team. You can offer players on the transfer market (don't forget, rugby league allows transfer fees for players and is run on a profit making basis, unlike union) and similarly buy others, although you can only ever have up to 20 players in your team at one time. Each player has a level for each of Strength, Speed, Tackling, Passing, and Kicking



names later on. Then you can choose a skill level from 1 (easy) and 9 (mega-stonkingly difficult, so hard in fact that you could use it to drill holes in the road), all of which determining how devious and unfeasibly strong the Abilities, and also has an overall rating which, unlike other management games (footy or otherwise), differs from player position to player position.

Once you've got yourself a balanced team (or what you think are a



COMPUTER D

"What shall we do this Sunday?" says the small spotty geek in the duffle coat. Rik thought long and hard, "Let's play Diplomacy!", he said in a mock taking tone. And so Rik Henderson does end up playing the 30 year old strategy game, and ends up buying himself a duffle coat.

I remember, back in the old days, sitting in my School library with a set of the Diplomacy board game and a few chums. After about half an hour we'd set up the board and another half we'd read the rules. By the time the first turn had been worked out, the school bell rung and we were chucked out by the scruff of our dodgy jeans (hah! No school uniform for the mighty Rik) And, unfortunately, all further attempts at playing were constantly dashed by somebody's Mum ringing up half way through, or the cat had eaten half the pieces, and to this date we've never finished a whole game.

Thanks to Virgin, and the Leisure Genius label, we're finally treated to the computerisation of the game of old world domination, and 'treated' is certainly the right word for it. Although we don't really have the space to go into all the nooks and crannies of the rules of the game, here's a rough idea: You are the ruler of a nation (England, Austria-Hungary, Russia, Germany, Turkey, Italy, or France), or if there are less players than seven (the max), generally more than one. Using your armies and fleets you have to essentially take over the regions (called supply centres) of each country (eventually taking over the entire world).

This can be done using help from other players by signing 'treaties' and by asking for military aid, and when you do take over a supply centre you will then



DIPLOMACY

CREDIT CARD

Can't say I remember there being any!

◀GRAPHICS Excellent presentation, and the board screen is an improvement on its original

Not an easy game to pick up and play due to its complexity...

◀FIX FACTOR

◀HALF LIFE ...But once you've gotten the hang of it you'll realise that it's a game that never ages!!!

NAME: Diplomacy.
SUPPLIER: Leisure Genius.
PRICE: £9.99 Tape, £14.99 Disk
RELEASE DATE: Out now.

OVERALL **85%**

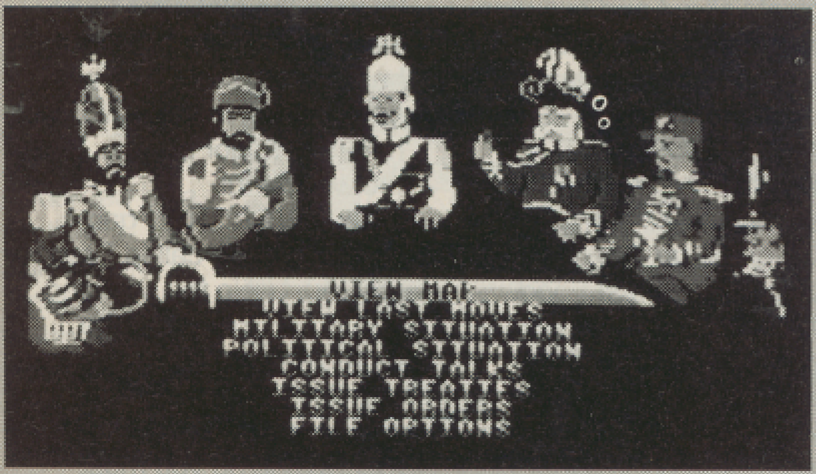
Not the sort of game for shoot-em-up freaks, but strategists and boardgamers will salivate at the prospect of world domination.

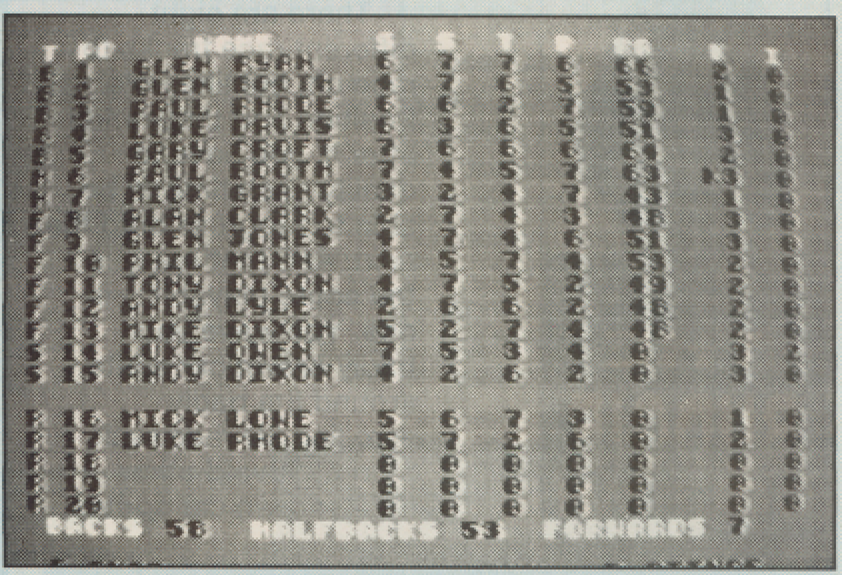
receive a new army or fleet (growing your forces as you go). You get several options to perform before you end your turn - move troops, support other troops in battle, convoy troops across the water, etc. - and once over all the turns are revealed and the outcomes worked out.

"Now why shouldn't I just go out and buy the board game?" I hear you all gob out in unison! Simple, because there are no fiddly bits in this box, just a tape or disk, and the presentation and options are incredible. For a start, you can have up to seven players, any of them human or computer controlled (with the computer players having three skill levels), and the map screens are split up into standard, troop, and occupied maps.

Everything is controlled using easy joystick controls and the whole package gives anew, and highly improved, lease of life to what has been acclaimed as the best board game ever. You can forget the excellent conversion of Monopoly, Cluedo, Scrabble, and Risk, Diplomacy is the ultimate of them all.

✪ And they all sat round the table discussing such important topics as who's going to have the last bourbon, and why cream crackers always make your mouth dry!





balanced team), and have looked at your oppositions area scores (and seen that they're very likely to just come out on the pitch and continually jump up and down on your faces), you'll enter the arena of operation (as the Americans would call it if they saw how violent rugby really is - not like their pansy game). It is here that you realise one of the few faults of Rugby Coach as, no matter how many points my team decimated the opposition in area scores, the final outcome is always most likely to go away from your team. The other bug (although the first quibble is not actually a bug) is when you accumulate too good a team and you try to raise your Forward rating above 45, it will decrease all the way to 0, no matter how good the players are in that position.

Rugby Coach isn't the best management game, but is typical of the high standard of budget simulation games released by Cult. It offers a lot of new features and is very simple, and very gripping, to play. If it wasn't for the bugs it could well have even been worth a full price tag.

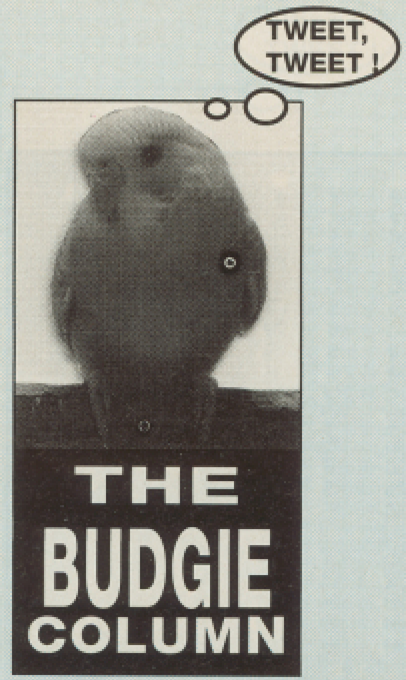
RATING: ✪ ✪ ✪ ✪

CONTINENTAL CIRCUS

MASTERTRONIC £2.99

Imagine this, one Japanese bloke is phoning up an American, and he wants to know what the name of his lovely new arcade machine is so he can have the sides and top strap printed. Also imagine that the line is pretty crackly, and when the American fellow says "Continental Circuit" - a highly logical name for a car racing game - it gets a little bit garbled and the Japanese bloke hears "Continental Circus" - a not-so logical name for a car racing game - and so an arcade game cock-



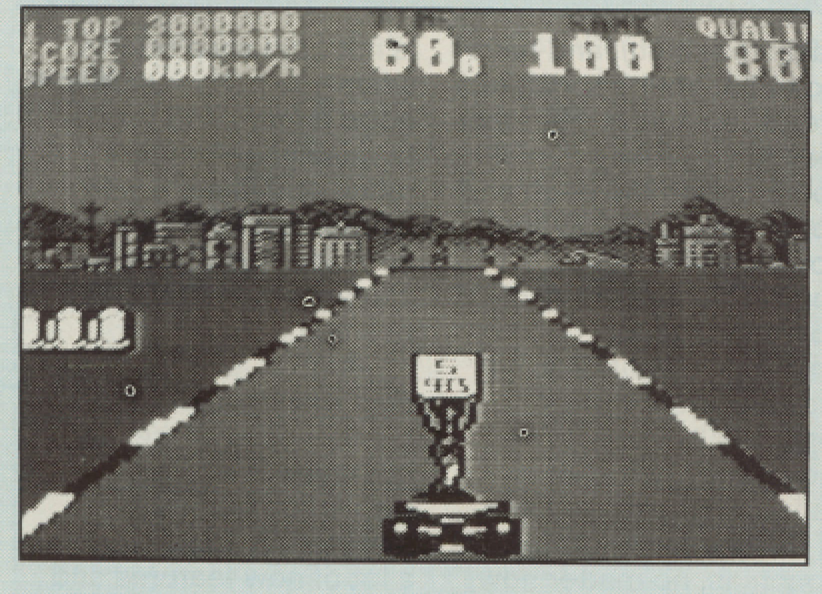


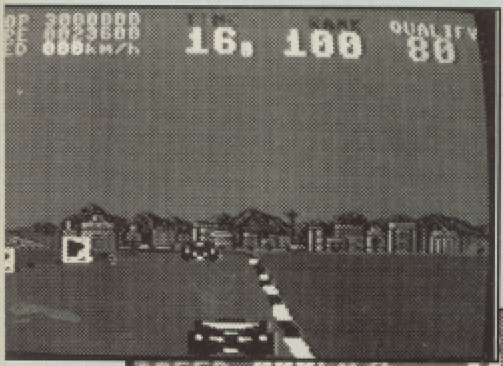
up is created.

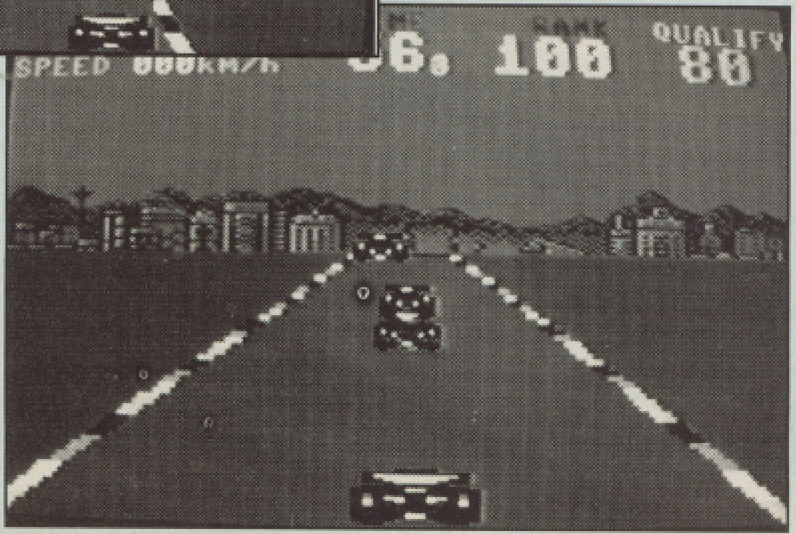
Virgin bought the rights to the machine, and so a computer game cock-up was created. Continental Circus was never the sort of game, in the arcades, that was an ideal choice for commie conversion, and it was expressed upon first viewing (having previously been released at full price).

There are eight different race tracks to race on, but like Pole Position and thousands after it, you have to qualify each time to be able to progress onto the next. And that really is the entire playability in one. You wave your badly drawn car sprite around the badly scrolling 3D racetrack, trying to avoid other badly drawn car sprites, and racing towards the badly wobbling qualifying line. When you pass it you either qualify for the next section, or finish the race (and you must be within a certain race position to qualify for the next track.

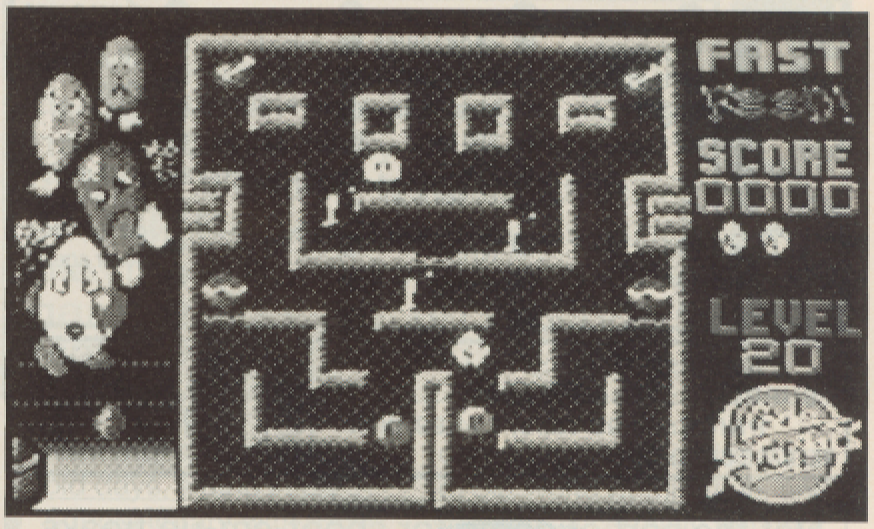
The graphics are pretty crappy, the sonics are dire and to be honest to Virgin Mastertronic, although the name will probably have already sold bucketloads, the whole thing (in the words of the immortal Vic Reeves) is very poo-er, very poo-er indeed!!!







When it comes to telling good yokes, **Simon Dale** only ends up with egg on his face. He also checks out if this Codies compilation is all it's cracked up to be.



Our long missed egg like friend is back! No, it's not Humpty Dumpty or Paul Daniels without his wig on, it's the only egg that has developed arms and legs apart from Dylan, Denzil, Dozy, Dora, Daisy and Grand Dizzy. Yes, you guessed it it's our hero egg Dizzy with a compilation made up of the last four Dizzy games - Fast Food, Dizzy, Treasure Island Dizzy, Fantasy World Dizzy and the brand new Magicland Dizzy.

For any idiot who doesn't know of Dizzy and his amazing adventures I won't bother to explain cos you're probably too thick to remember what I tell you. Oh all right, for those that don't know, Dizzy is a small egg shaped character who usually wonders about in arcade adventure games solving puzzles by moving objects about and avoiding being fried, squashed, eaten or any other unfortunate fate.

FAST FOOD

First of all, just to confuse you, I'll start of with the most crap game on the compilation... Fast Food, which obviously would have got nowhere without the name of Dizzy to back it up, reminds me of some of the more dated games that I used to play in my wasted years on the Acorn Electron (useless cheaper option to the BBC Micro). It's a one screen one level pac-man type game in which you control a badly drawn sprite who is chasing some more badly drawn sprites and still more badly drawn sprites are chasing after you. They all have various speeds but they all move slightly faster than the graphics you sometimes try make out on teletext.

DIZZY

Evil Zacs' the type of wizard who turns people old, makes people blind, and occasionally makes it rain on sundays to spoil the cricket. He sounds almost as bad as Mrs T does'nt he? But all bad things must come to an end, or was the saying all good things must come to a end? Who cares. Anyway going back to the plot after rudely interrupting myself... Who has fate chosen to put an end to this mischief? No, it's not John major it's you, Dizzy the wonderful.

In this first Dizzy game (unsurprisingly called Dizzy) you must help the spinning egg boy to collect all the Ingredients of the potion to dissolve Zacs' reign (and it can be used to cure athletes' foot). To do so you must

THE DIZZY COLLECTION

solve many puzzles and avoid vicious beings who all are trying to poach you (these meanies being, amongst other things, spiders, birds and ghosts). This game has reasonable graphics and is a classic arcade adventure with an addictive edge to it.

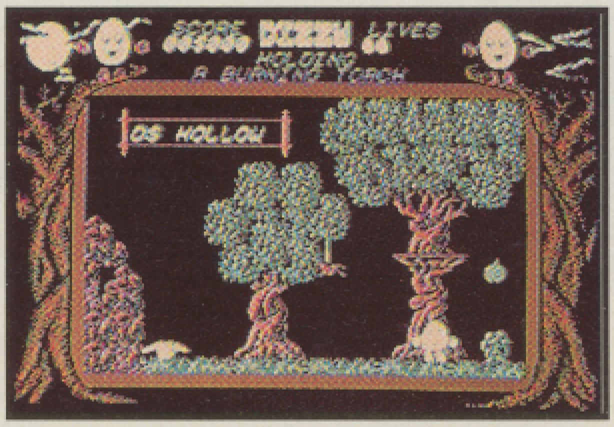
TREASURE ISLAND DIZZY

You knew that you should`nt have used Long John Silver`s spare wooden leg collection as makeshift stumps to play cricket, or perhaps you should have, as now you're stuck on a Treasure Island. Although this sounds quite a good place to be stuck you may have second thoughts when you see the well scary grave stone of Black Heart the Pirate, you might even have third thoughts when you read the scroll that says he haunts the island. Also watch out for the dangerous egg traps in the treehouse.

Treasure Island Dizzy is a good arcade adventure game following in the tracks of the original.

FANTASY WORLD DIZZY

Fantasy World Dizzy improves on both Dizzy and Treasure Island Dizzy. You start off in a dungeon guarded by a rather unfriendly looking troll who throws you back every time you try to walk past him. Luckily there is a jug of water which can be chucked on a fire at the other end of the room creating an exit. This is just one of the plethora of puzzles in the game, for example how do you get past the snapping croc in the water? Well, I`m not telling you you`ll have to find out yourself.



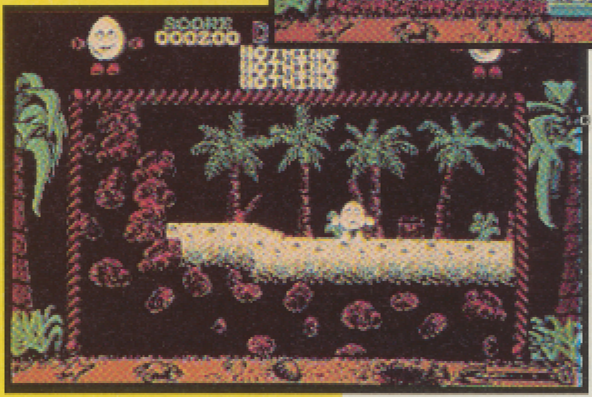
There is also a rather annoying bit of humor. When I picked up the bottle of whiskey I decided to go get the troll drunk so I could get past the entrance he was guarding. Little did I know Dizzy was an alcoholic as he refused to put the bottle down when I told him to, even worse he drank it. Needless to say Dizzy is not very controllable when he is drunk. He walks without your command and will sometimes move in opposite directions to which you tell him.

This Dizzy game is the second best on the collection,the puzzles are done well and the graphics are slightly better than Dizzy's and Treasure Island Dizzy's. The only minor bad point of all the Dizzy games so far is that if you were to do something as easily done as touching a fire or a creature you will die instantly.

MAGICLAND DIZZY

Now it`s the brand new game for our alcoholic egg, who was yearning for a new adventure and perhaps even more free whiskey. What he didn't realise was that Zacs was alive and kicking, and hatching (geddit?) a new plan in his evil ways. This time the evil fiend has turned all your friends into strange and weird objects and creatures, and you must seek them out and return them to their normal situations.





Magicland Dizzy is the best Dizzy game so far. It has picked up on the bad points of the others and improved itself. M.L.D. is the first Dizzy game to have energy (making the game so much more playable), so you won`t die on your first slip up, unless you fall into a pool of water in which you'll obviously drown. As you travel through Magic Land you'll meet many weird and wonderful beings including The Queen of Hearts, Prince Charming, Cheeky Monkeys, Giant Trolls, Game Genies, Excalibur, Creepy Ghosts, Sharks, Huge Rats, Volcanoes, Hades, the Good Witch Glenda, Monoliths, Weirdhenge, Vampira - Zacs' evil step mother and many more. The puzzles are well thought out and the graphics are better than all the other Dizzy games.

CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Weird jangly tunes and speccy type FX.	Ranging from bad to brill.	Tonnes of very addictive games, except Fast Food.	It'll take yonks to finish this juicy bundle.

NAME: The Dizzy Collection.
SUPPLIER: Codemasters.
PRICE: £9.99 Tape.
RELEASE DATE: Out now.

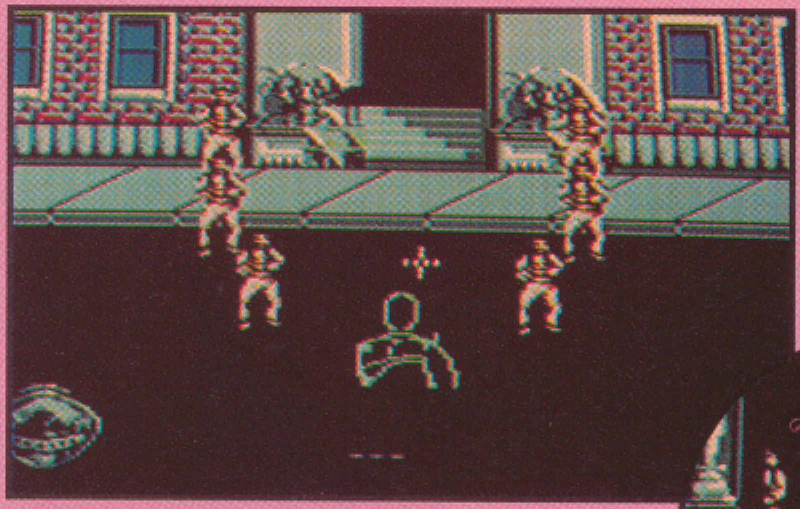
OVERALL 85%

Dizzy fans will go bonkers with delight if they haven't got more than two of these games, and almost everbody else will too.

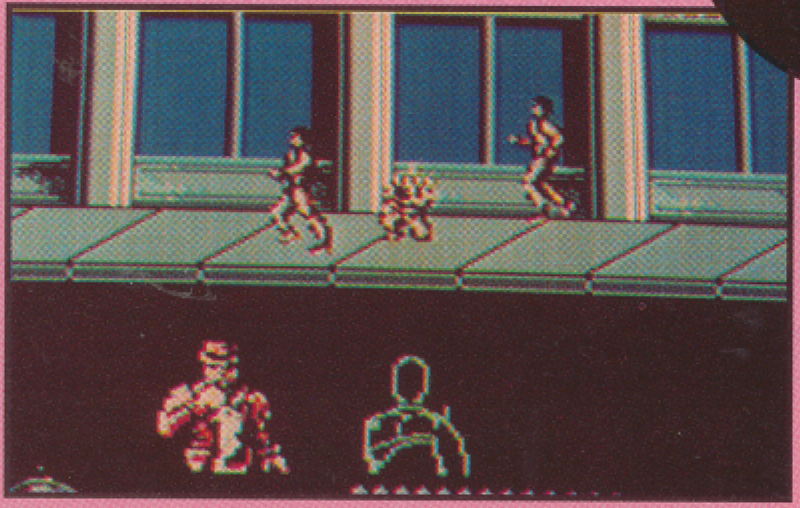
THANGS TO COMES

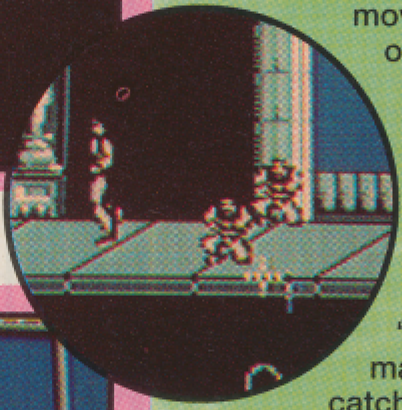
PREDATOR 2

When the YC team sees a mega movie none of them can talk to anybody without giving away two things; a) the plot, and b) tonnes of weee, badowy, and crackadackaboom noises. Rik Henderson faddams, padrackas, and tregafooms his way through the forthcoming movie plot, and latest game, starring that best beasty of them all...



✪ "And they all poured out of the building and straight into my blazing fire. I'd shouted 'Police' but they were too busy dying!"





Cor, what a mega violent fellow that Predator guy must be. Imagine running around gutting people and pulling their spines out through the top of their heads, I mean you'd have to be in the SAS to do that legally - oh dear, dodgy ground. If I don't watch myself I'll probably end up as dead as a... BANG... Aaaarrrggghhh!!!

Two months in intensive care later - Erm... Hello, mind if I don't laugh I may rip my spleen again. And could you pass that bottle of Lucozade over, I've got a lovely plastic cup beside my bed. Now where was I? Oh yes, the Predator.

When the first movie came out I missed it in the cinema, but due to the wonderful technology we call 'video' I managed to catch it on its release for the home market and was I impressed? (We don't know, tell us - The Readers). Er, yes I was!!!

And if I've got this right this Predator fellow was a hunter in the mega sense of the word. He chugged around the galaxy occasionally stopping on a planet and smegging certain members of the population (those who are worthy opponents), and in this instance he decided to stop off on Earth - heaven knows why, he probably just fancied what is paramount to a bit of clay pigeon shooting on his way to Beta Minor 5 where he'd find the five legged, ten armed nasty beast they call the "Milval Zupporter" - and this is where he met his match and promptly got a severe twatting by Arnie (the big Schwartz).

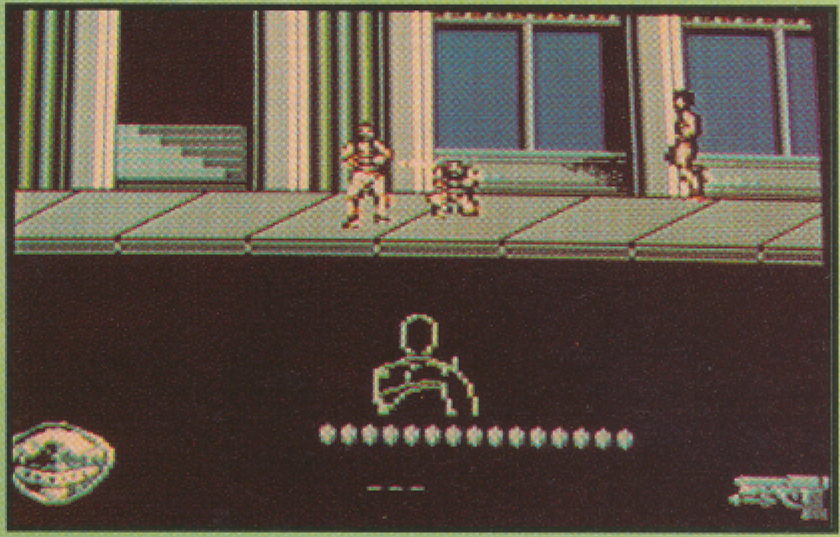
Now a younger version has heard about the planet that managed to nuke one of his kind, so he decides to indulge in a spot of "tally ho", "pip, pip" and "let's bag that fellow foxy, so we can get home for some crumpets and butter!" And this is the setting for the second movie, and therefore the commie 64 version care of Imageworks.

As Dutch (the character played by Arnie in the first film) was on holiday (or something) the action is all revolved around a guy called Detective Lieutenant Harrigan, who's based in the city of Los Angeles in the year 1997. Now this city is currently going through an incredible heatwave and add to that a plethora of drug barons and their teenage minions, and an

SPESH

CREDIT CARD

NAME: Predator 2
SUPPLIER: Imageworks
PROGRAMMER(S): Arc
PRICE: To be announced
RELEASE DATE: Late April



unseen killer in the form of an alien presence and we're talking mega-deathsville.

The game takes four major action sequences as its focus, and subsequently divides them and provides them as four different levels. The gameplay is reminiscent of such arcade greats as Operation Wolf, but if you remember we've never (not even once) had a decent one of them on the commie (even the official conversion was naff), and it's immediately apparent that Predator 2 oozes quality.

When you start the first level (and the game) you are plunged into a supposedly routine drugs bust, and you must progress along a scrolling horizon, blasting all the nasties using your gun sight and occasionally spanking the closer ones with the butt of your gun.

If you get shot you will lose energy. If you shoot innocent people (like the fat women who run across the screen) your badge will be depleted. And if either of these hit their low points it'll be the end of the game for you, and you'll have to use one of the 2 continues that you begin the game with (giving you, in effect, 3 lives).

You also start the game with just a Magnum which, although it has infinite bullets, is a bit crap when all's said and done. Along the way, and hidden in bins, crates, and hanging baskets, are extra weapons and ammo, and every-so-often there'll be some body armour along - allowing you to take more hits. But what makes Predator 2 that much more special than anything else in this ilk is (obviously) the Predator.

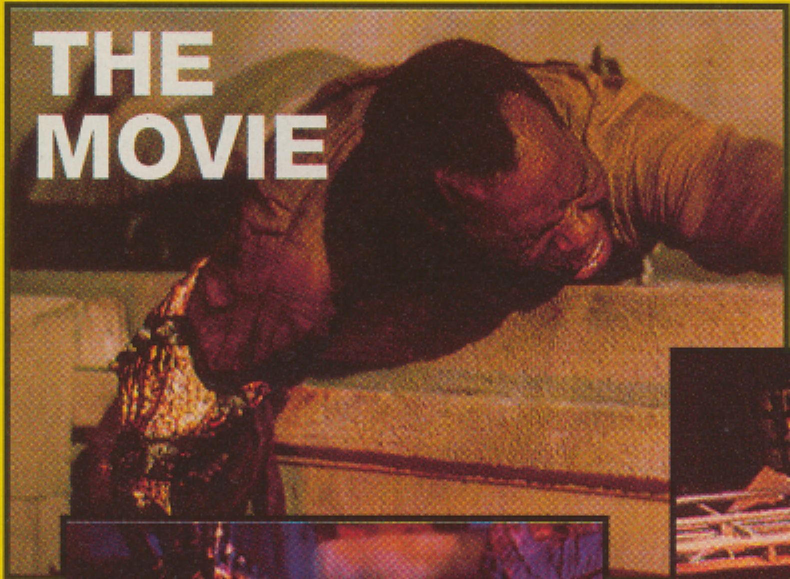
One problem Imageworks has had in converting the movie is that 20th Century Fox has demanded that the game plot is identical to the film's. Due to this, we don't see the Predator properly until the third level. Fortunately he is in the first two, but only in his invisible mode, and he'll not bother you unless you accidentally shoot him. In fact he'll help you murder those drug pushers as efficiently as a Rotweiler with rabies.

At the end of each level is an 'end-of-level' meany (alien or otherwise), and you'll need mega amounts of fire power just to sneeze in his general direction. The four levels are all quite large, but the first is absolutely huge (at least twice the size of the others), and to be able to complete such a humungeous task you'll have to have; a) a flaming good joystick; b) lightning reactions; and c) tonnes of time on your hands.

The graphics are yummy (especially the bit where the Predator pulls the druggies' heads off) and the sound is on par with most shoot-em-ups. Although the gameplay is, to be honest, unoriginal I think it can be safely assumed that the options make it a hell of a lot better than any others in the genre (like the way you can shoot the lights out in the subway - level 3).

As soon as Predator 2 is released (at the same time as the movie) you'll be guaranteed that we'll be down in the shops 'hunting' out a copy (Groan).

THE MOVIE



Predator 2 – The Movie will be on nationwide release from the 4th of May, and stars Danny Glover (Lethal Weapon I & II). He plays Detective Lieutenant Harrigan, but those under 18 will not be able to catch his exploits due to its certificate.





WARLOCK THE AVENGER

Dark hair blowing, gaunt features illuminated by crashes of lightning, the stranger strode purposefully to his seat. Skeletal fingers caressed the icy keyboard like a lovers' touch, and he said, "Bring forth unto me, thine software." And the software was brought, and there was a mighty writing of words. In other words Mark Luckham reviews the latest release from Millenium.

There's always something about confrontations between good and evil that bring out the biblical in me. Maybe it's the echoes of the conflict at the core of a man's heart, perhaps it's a race memory of times gone by, and yet mayhap this is all silly waffle and I should stick to tarmacking roads. Whatever, good versus evil is on the menu tonight, as the son of Satan and Satan's daughter, known as Acamantor move into a quiet little land called Belorn, and sets fire to their oil wells. Sorry, different evil invading different country. Acamantor does make life unpleasant in Belorn though, unless you enjoy being crucified and left for the birds that is. Our mate Acamantor likes nothing better than wholesale slaughter at the weekend, so after a particularly satisfying bout of genocide he summons four dark and powerful princesses of hell and gets them to guard his towers.

Your job is, naturally, to enter the towers, defeat all four princess and then give Acamantor his come uppance. Though if you have any sense you'll pack your bags and head for the coast instead.

The warlock stands between two towers. In the one to the left are the original eight levels of the game Druid, whereas in the one on





✪ Like a bridge over troubled water – the wizard is surrounded by all kinds of blobby shapes and with only Nuclear Mega-death to use!





the right are a new set of eight levels. Ah yes, you were thinking that you'd seen this game before. You have, and was called Druid. To be honest I think Millenium giving you the same game but with another eight levels and dressing it up as a new game is a bit of cheek. Thankfully it was a good game in the first place, though it looks a bit dated now, so if you bear this in mind you won't be disappointed.

Warlock (or Druid Plus) is a top down, Gauntlet style arcade adventure, with you as a wizard casting spells aplenty to fend off the attention of hordes of monsters. Keys and potions all need to be collected and used to penetrate the inner sanctum of the towers, plus prodigious use of magic. There are variety of spells on offer, the most useful of which is where you create a Golem.

Now, if you're playing with a friend, then they can play the golem, otherwise the computer handles it. This thing plods around killing and protecting on your behalf, leaving you free to continue unmolested.

Graphically this is nothing special, but it works well enough, even though the top down view has gone out of fashion somewhat.

It all moves well enough though, is moderately colourful, and the new levels offer many a fiendish surprise. And that is half the problem. If you bought the original game there isn't enough to make you buy this 'cos it ain't that good a game system. If, of course, you've never played Druid then you should cancel all leave and prepare for a battle with evil forces.

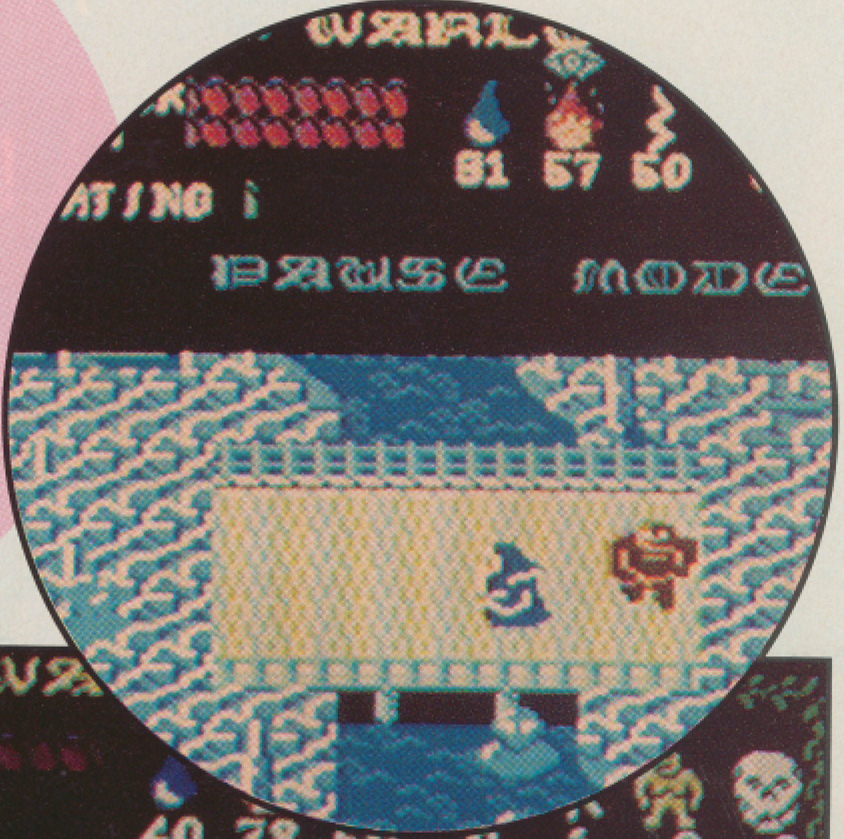
CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
The music isn't bad, but the FX are quite good and maintain the atmosphere.	Nuffink special, they do the job, but that's about it. State of the art they are not.	There's always the temptation to try and see what's a bit further ahead so you keep trying.	If you haven't played Druid then you'll be there for some time, otherwise the fun is halved.

NAME: Warlock.
SUPPLIER: Millenium.
PRICE: £9.99 Tape, £14.95 Disk.
RELEASE DATE: April.

OVERALL 80%

Adding new levels onto an old game is a bit naughty, but it was a good game in the first place, so check out the 1991 updated version.






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MISADVENTURE

REVIEW

Game: Into The Mystic
Supplier: River Software, 44 Hyde Place, Aylesham, Canterbury, CT3 3AL. (Cheques Payable to J.A. Lockerby)
Price: £2.95 (Disk) £2.50 (Tape). UK Post Free. Elsewhere Add £1.00 P+P

Actually, we are very fortunate that River Software have any C64 adventures on offer at all. It wasn't so long ago that River decided to withdraw all C64 adventures due to the poor demand. All production efforts were then ploughed into the Spectrum (spit). However, River's main man, Jack Lockerby, took pity upon us Commies and not only decided to re-release his C64 adventure catalogue (which will be featured in a later issue) but, also , to release a new text-only adventure, Into the Mystic.

Make yourself comfy and I'll spin you some plotlines.

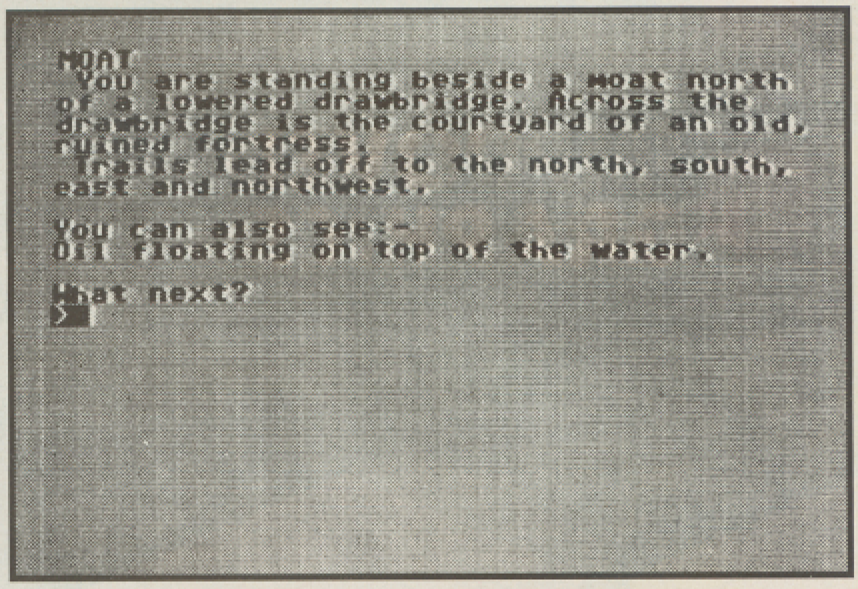
"Where has all the magic gone?" and, "Without magic our lives are empty and void", were typical of the cries to be heard throughout the countryside. Magic was a handy thing to have around - and it relieved the boredom of a long day in the field. Lose something and you must find it. Hence you have been nominated, by Merlin (who else?), to find out what the Sam Hill is going on and where all the magic has gone to.

So off you trotted.

Now Orcs are a pain in the armpit. Ratty y'know. Mean too. Oh, and they have a thing about tearing people limb from limb. But, hey - nobody's perfect, right? However, Orcs were the problem just now. In fact they were in hot pursuit, chasing you through the forest. Luckily you're pretty fast so it was no surprise when you lost the group around by the old fort. After resting from the chase you awake the next morning to find the Orcs blocking your escape route! What to do? Hmmm.

We dream of the Rigby with the light brown hair. **Paul Rigby** is here again to hack, slay and even use his brain. And guess what? He's even read a book from cover to cover for your sakes, that's dedication . . .

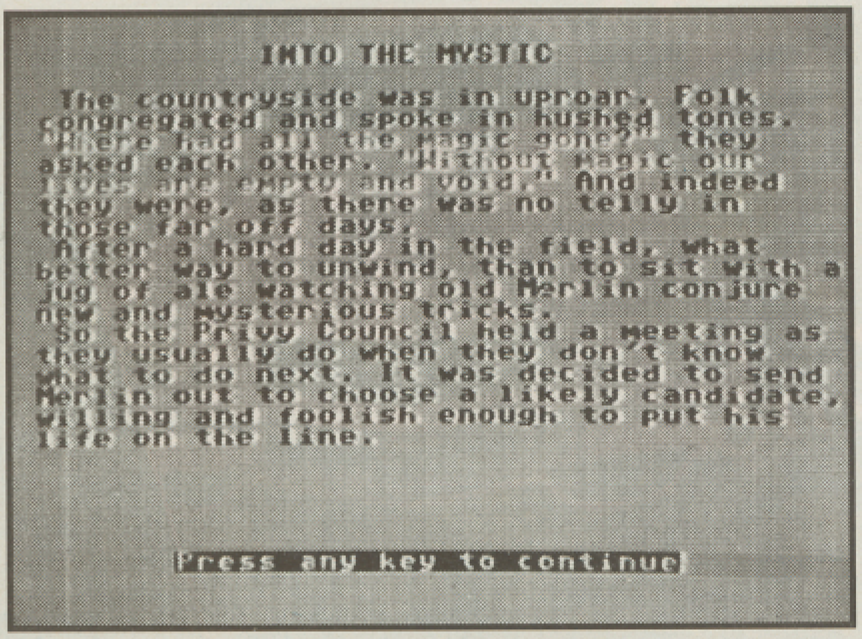


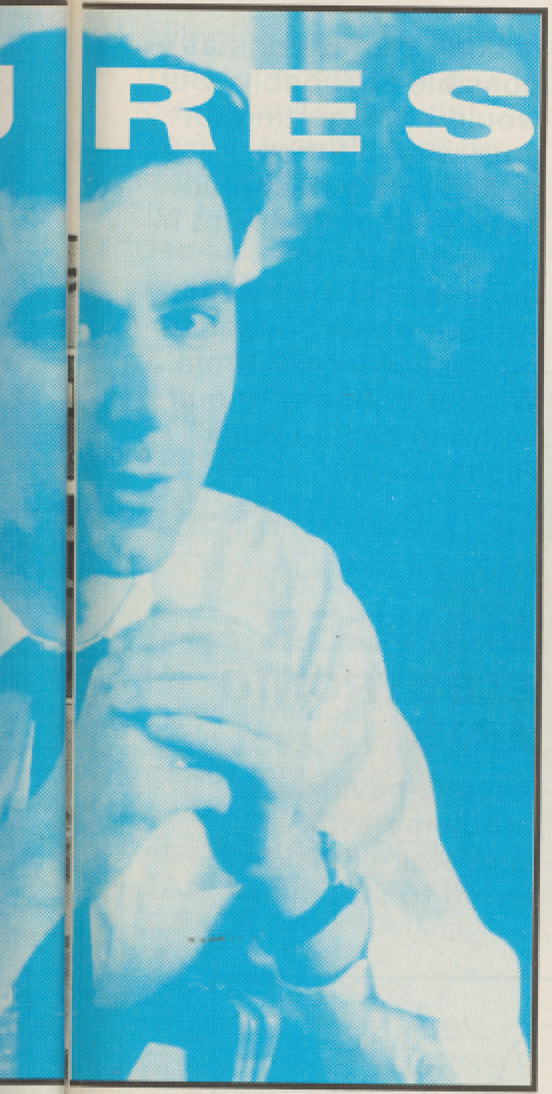


After the introduction and a short list of usable verbs the game begins. Displayed with, largely, black text on a green background Into the Mystic (ITM) uses succinct location descriptions with a restricted use of the EXAMine command. That is, only where it is necessary to forward the plot or add essential atmosphere.

The principle feature of ITM is the puzzle quality which is, on the whole, very high. There are one or two real brain teasers in there. I especially enjoyed the first puzzle which is quite logical. Although you are given subtle clues the solution remains obscure enough to drive you crazy. The eventual solution to the problem is quite intricate, yet very enjoyable.

Technically, the game is not the most





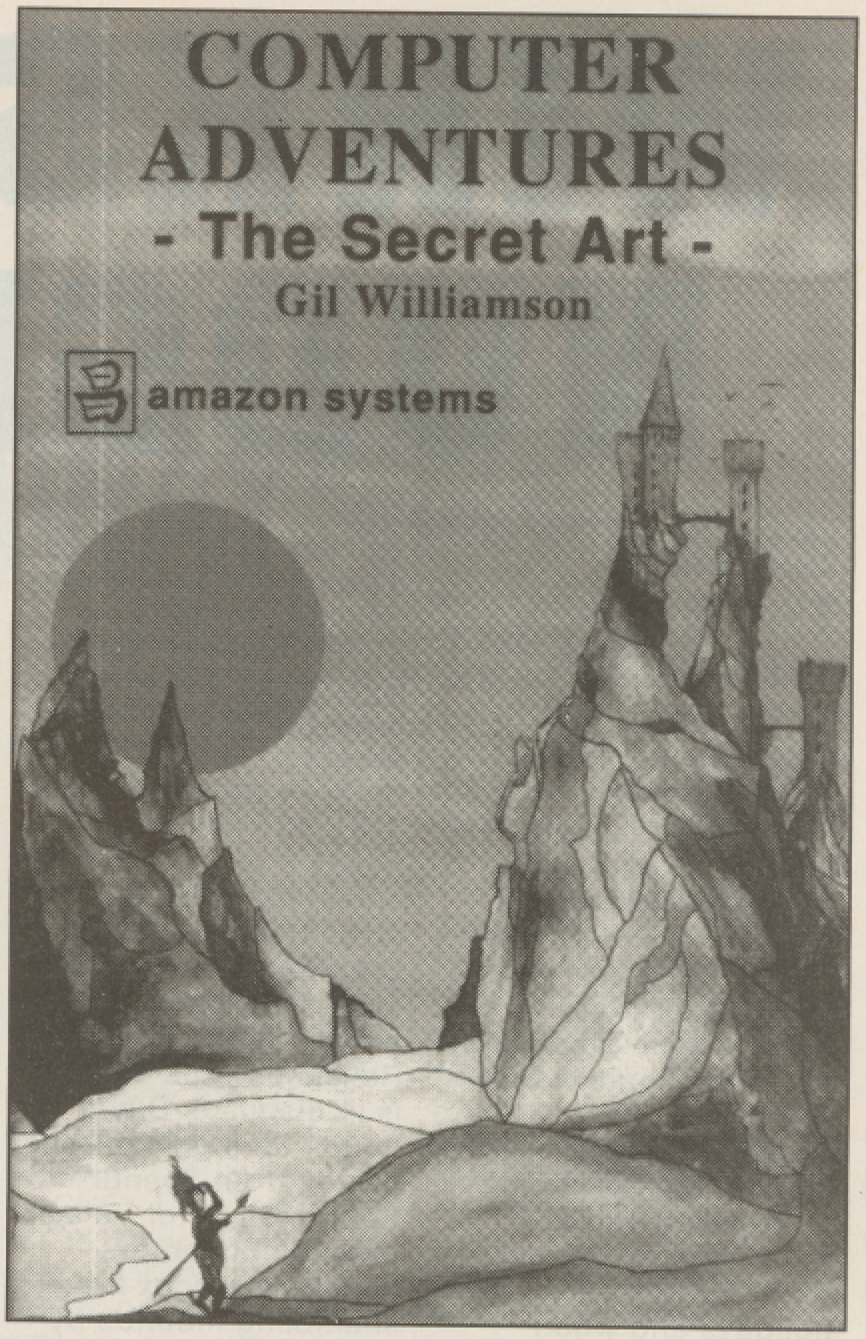
advanced adventure I have ever played. Although you have a handy X command to replace the EXAMINE command you cannot link commands via AND or punctuation.

However, Jack Lockerby is not known for his technical achievments. Instead, he has a well deserved reputation for producing well designed, very playable adventures that you can guarantee will provide a hours of enjoyment. Into the Mystic is a very good example, doubly so at this price. One final note. Jack has used the Freeze Machine cartridge to store his adventure on to disk. This means that you load the adventure from a menu which then loads the game mucho pronto. Any prospective adventure authors reading should take note of Jack's good sense as there is nothing so frustrating as a slow loading disk game.

OVERALL - 80%

BOOK REVIEW

Book: Computer Adventures - The Secret Art
Author: Gil Williamson
Price: £7.95 Amazon Systems, Merlewood, Lodge Hill Rd, Farnham, Surrey, GU10 3RD.
Include £1.50 P+P.
Tel: 0252-716669



Gil Williamson has produced a book on adventuring, the like of which has been missing from the shelves of the homebrew adventure author for too long. Gil gets down to the nitty gritty of just what constitutes an adventure. What is required, what are the ingredients to a successful adventure, how to integrate the design elements, etc. The 128-pages are divided up into 11 chapters with a number of appendices. The contents cover the eternal question - how do you want to present your game. Text or graphics? How to obtain your ideas are then covered. A number of plot elements are then discussed such as puzzles, weapons, riddles, how objects can be used to hide other objects, mazes and so on. The next chapter discusses characters and their actions. Following that is a chapter on developing and testing your game.

Gil gives good advice on basic graphic design (perspective, composition, etc) as well as making the adventure more atmospheric by including incidental messages, even if they have no bearing on the actual solution. The style of images, text and sound is debated after which various game systems are compared. A chapter on how to publish your game talks about copy-protection (without the expense), publishing your own work, going to an outside publisher and utilising cheat protection. After a more detailed look at the components that form an adventure game Gil gives a sample transcript of one of his own adventures, produced with an American shareware adventure creation utility called AGT (Adventure Game Toolkit).

The appendices include lots of useful reference material such as a list of utilities and a bibliography. There's a handy index at the back, too.

The Secret Art is a compact book packed with valuable advice which will be of interest to the adventure player but absolutely priceless to the adventure author. Readable and funny enough to tickle the funny bone, The Secret Art is excellent value for money.

WINKS 'N NUDGES

BARD'S TALE 3 - *INTERPLAY*

Inside the Ice Keep you'll find a slab on the floor which can only be opened by possessing three lenses. I tried a credit card but it didn't work. The lenses can be found in the three towers, each blocked by powerful magic wards which must be dispelled. Check out the diary in the hut. Apart from giving you a thorough lowdown on Skara Brae's bank holidays and when Tarjan, the Mad God, has his official birthday, it'll also give you a few hints on how to dispel the wards. The inscriptions on the walls next to the wards are also hints. Obscure, but hints all the same.

CURSE OF THE AZURE BONDS - *SSI*

Probably the best order for removing the bonds is Tilverton (fire knives), Yulash (moander), Haptooth (dracanros), Zhentil Keep (Fzoul/Beholder) and Myth Drandor (Tyranthraxus). In Tilverton search the Thieves Guild before nipping into the sewers. Similarly for the Fire Knives hideout. In the Red Tower you don't have to fight the dragons. Be nice to them - well, all they get is hassle, everyone needs a little love sometime. Visit the elven queen in Myth Drandor. She's in the crypt (don't ask). Keep an eye out for Rakshasa - the vagrant is in disguise. Buy a couple of magic missile wands from Zhentil Keep then enter Yulash - avoid encounters, initially but fight the shambling mounds by the cleric's body.

DRAGON WARS - *INTERPLAY*

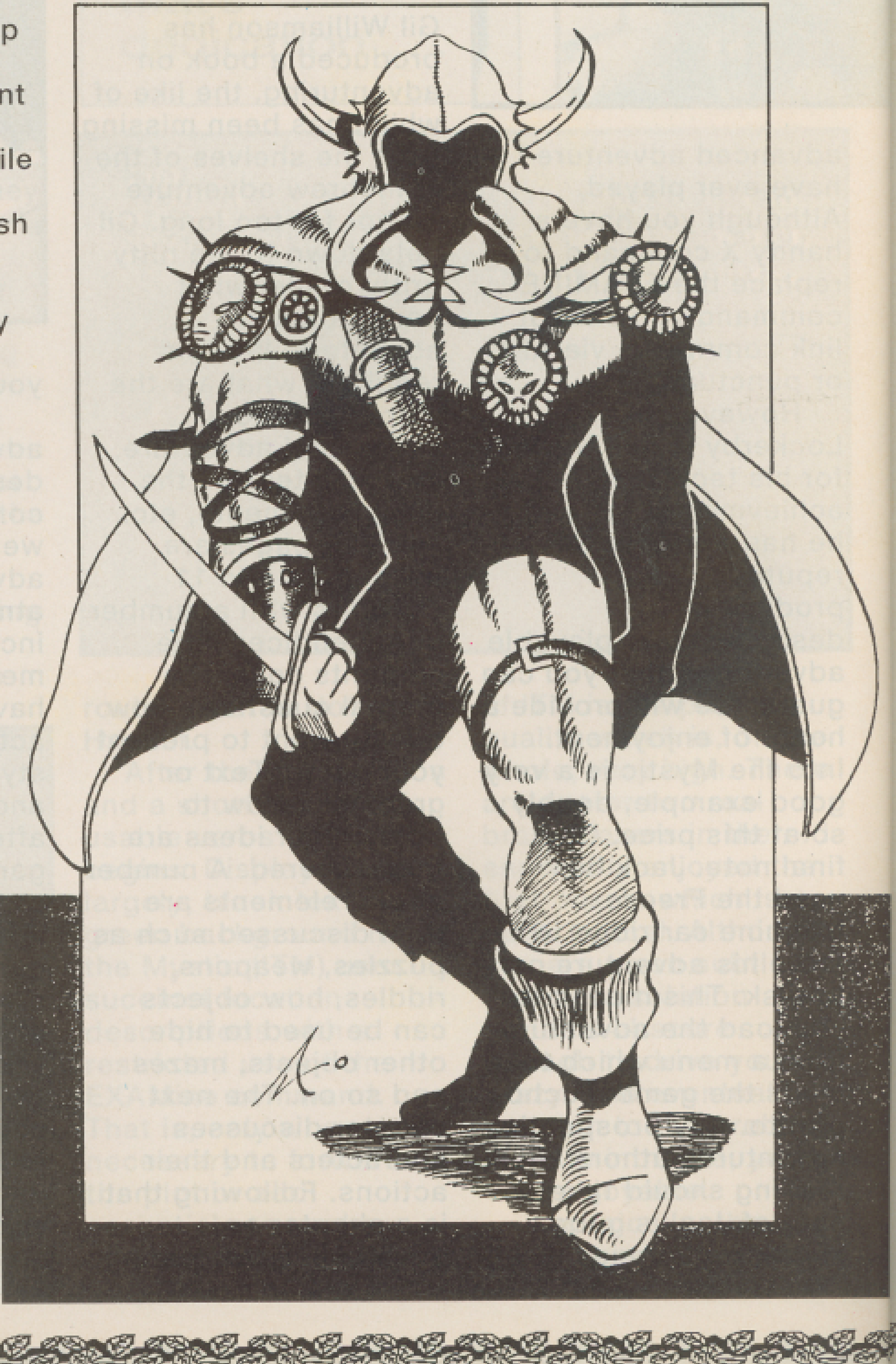
If you must start with a new team take a look at the pre-generated lot. They have been carefully selected with well implemented skill selection. Take note. For goodness sake do not, what ever you do, transfer characters from old Bard's Tale character disks. They will always be worse off in the new Dragon Wars scenario

THE MAGIC CANDLE - *MINDCRAFT*

Would I be waxing lyrical if I suggested that you take two wizards and as many chaps with money-making professions as possible? Probably. But would I risk getting on your wick if I then added that you should have your hunter hunt in the outdoors to increase his skill which will cut down dungeon ambushes? Yes? Hmm. What if I offered to quit with the candle puns? Right - next!

NEURO-MANCER - *ELECTRONIC ARTS*

Anyone having problems with Greystoke (besides trying to stop him



swinging through the trees - no, no, just a joke) should consider leaving him till later on in the game. You'll need the heavy duty Black & Deckers before he can be vanquished, so just back off, OK?

TANGLED TALES - *ORIGIN*

The final scenario can be a bit a humdinger. To begin with, buy everything you can - leave the cookie. Keep an eye open for rabbit traps too. There are three of the blighters. Once each character has joined your party at this time make sure you have a quick chat with them. As for horrible Devourer, don't bother laying on the GBH as the guy is tough. In fact don't start to fight this unseemly character as you'll never get out alive. Flip through the spell book instead, something may be of use.

THE ENTIRE SOLUTION TO 'RUNAWAY' BY CHRISTOPHER HESTER

Start in dark room . . . X ME, I, HELP, E (or any other direction), X SURFACES, X WALLS, X CORD, PULL CORD – reveals bedroom, X FURNITURE, X BED, X TABLE, X LAMP, X PAD, X BASE, GET WATCH, X WATCH, TIME, X SHELVING, X BOX, X RUG, GET SHORT KEY, OPEN BOX, GET LARGE KEY, DROP SHORT KEY, X DOORS, X SOUTH DOOR, X KEYHOLE, X WARDROBE, X CALENDAR, X NUMBERS – reveals the red 9, OPEN WEST DOOR, DROP LARGE KEY, W – to store room, X TEACHESTS, X LEFT ONE, X RIGHT ONE, X TEA, GET NEW KEY, E – back to bedroom, OPEN SOUTH DOOR, DROP NEW KEY, S – to landing, X PLANTS, X CEILING, X HATCH, S – to pink bedroom, X TABLE, OPEN DRAWERS, X CLOTHES, X UNDERWEAR, WEAR BRA, WEAR KNICKERS, GET ELASTIC, X BIN, X PAPER – reveals the blue 4, X MIRROR, X MAGAZINE, READ MAGAZINE, X CLOCK, X HANDS – reveals the green 2, W – to spare room, X BED, X BLANKETS, MOVE BLANKETS, GET LONG KEY, NE – to landing, D – to hall, N – to coat-room, X COAT, WEAR COAT, GET SMALL KEY, GET BROOM, GET HANDLE, X HANDLE, S – to hall, X PHONE, U – to landing, N – to bedroom, OPEN WARDROBE, X WARDROBE, X CABINET, OPEN CABINET, DROP LONG KEY, DROP SMALL KEY, GET BRIEFCASE, X CASE, NOTE, S – to landing, W – to bathroom, X POP BOTTLE, DRINK POP, HELP, X TOILET, FLUSH TOILET, X TOILET, X CISTERN, LIFT LID, GET CLEAN KEY, OPEN CABINET, DROP CLEAN KEY, GET HAMMER, E – to landing, D – to hall, S – to kitchen, OPEN CUPBOARDS, X PANS, GET BAG, DROP HAMMER, DROP CASE, DROP HANDLE, X FRIDGE, OPEN FRIDGE, LOOK, X CARTON, DRINK MILK, X CHEESE, EAT CHEESE, X CAN, DRINK LAGER, W – To dining room, X CABINET, X TABLE, X PAINTING – reveals the yellow 5, OPEN CABINET, X PLATE, X SANDWICH, EAT SANDWICH, N – to the lounge, if phone rings go to the hall and enter ANSWER PHONE. At the lounge – X SOFA, X BISCUIT, EAT BISCUIT, X TANK, X FISH, X PLANTS, X REEDS, N – to study, X BOOKCASE, READ BOOKS, X MAPS, X DESK, OPEN DRAWERS, HELP, X WINDOW, X CURTAINS, GET MAGNET, S – to lounge, S – to dining room, E – to kitchen, GET HANDLE, TIE MAGNET TO HANDLE, HELP, X TAPS, TURN TAPS, X WASHER, X ROUND DOOR, OPEN ROUND DOOR, X PANEL, X LIGHTS, X SOCKET, X LEFT PLUG, PUSH LEFT PLUG, X LIGHTS, PUSH SWITCH, X OVERALLS, GET WRENCH, TURN TAPS WITH WRENCH, LOOK, DROP WRENCH, D – to cellar, X CELLAR, X SHELF, X JAR, GET JAR, GET BLACK KEY, HELP, GET BLACK KEY WITH HANDLE, UNTIE MAGNET, U – to kitchen, W – to dining room, N – to lounge, OPEN GLASS DOOR, DROP BLACK KEY, W – to south garden, X FENCE, CLIMB FENCE, N – to north garden, X TREE, X BRANCHES, CLIMB TREE, X BUSHES, GET GLOVE, WEAR GLOVE, S – to south garden, E – to lounge, GET SILVER KEY, REMOVE GLOVE, W – to south garden, OPEN SHED, DROP SILVER KEY, S – to shed, X PLANTS, GET LADDER, X LADDER, N – to south garden, E – to lounge, E – to hall, S – to kitchen, GET HAMMER, NAIL HANDLE TO LADDER, DROP NAILS, DROP HAMMER, with the briefcase TURN LOCK TO 9254, GET SHINY KEY, N – to hall, U – to landing, DROP LADDER, CLIMB UP LADDER, U – hatch closed, OPEN HATCH, U – to attic, X CHEST, OPEN CHEST, GET GREY KEY, D – to landing, CLIMB DOWN LADDER, D – to hall, X RED DOOR, OPEN RED DOOR – you should now have 99%, E – end of game with 100%!

The phone will ring three times with three messages, which may provide clues. However, following the above solution exactly means you will only hear the phone ring once. To hear all three messages, keep playing and exploring until just after 3:00 on your watch. (Enter TIME to read the watch.) Beware, though, for if the phone isn't answered after ten rings, it'll stop and you'll lose that particular call.

Don't spend too long though after the third call, as by 'tea-time' your Mum and Dad will return and the game is over. Note that whilst playing, certain actions are only necessary to score the full 100% and not to solve the game.

USEFUL VERBS:

X – short for EXAMINE
BORDER ON/OFF
GRAPHICS – turns them on.
TEXT – turns off the graphics.
SCORE
SAVE, LOAD – store your position.
QUIT
HELP – differs around the game.
TIME
LOOK

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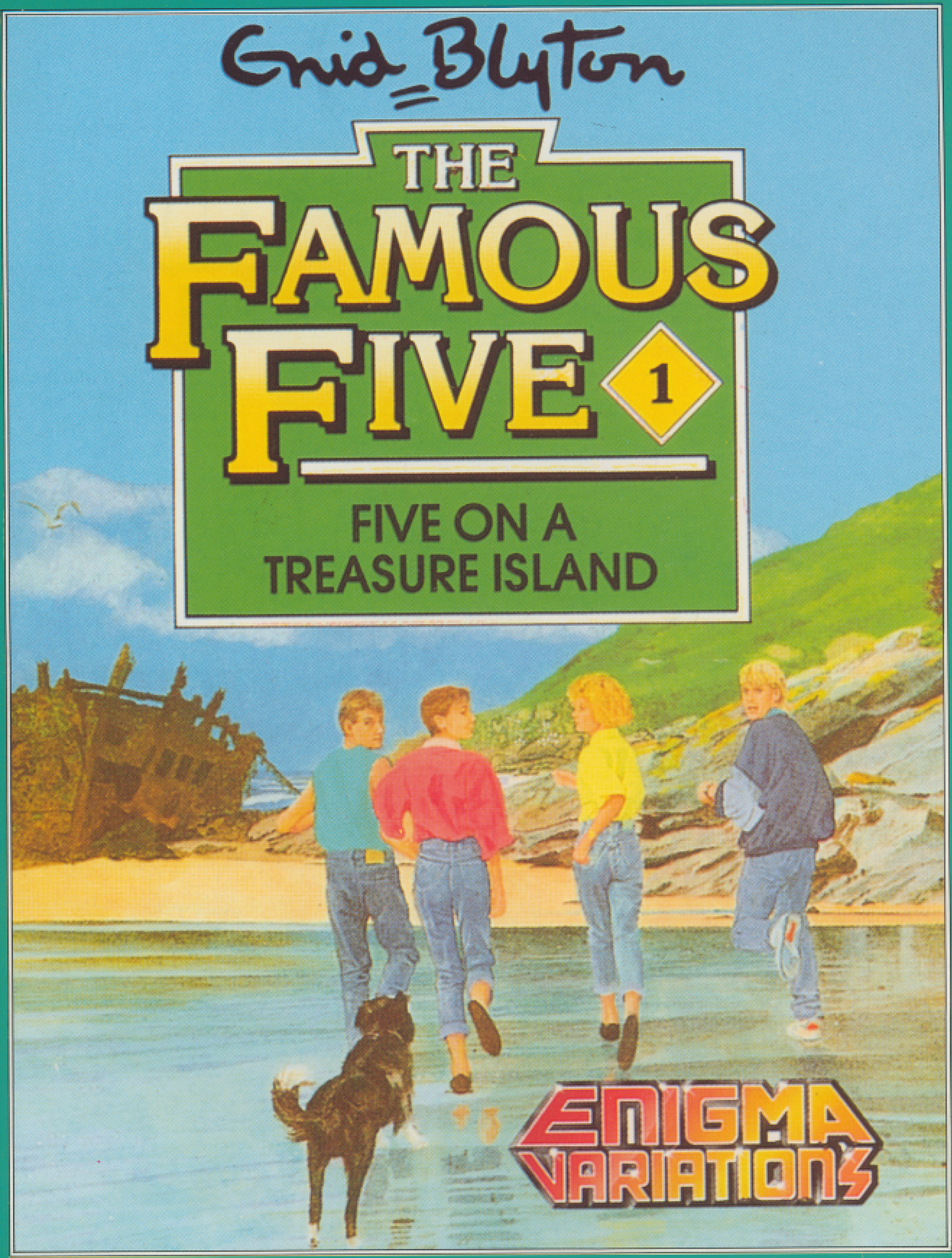
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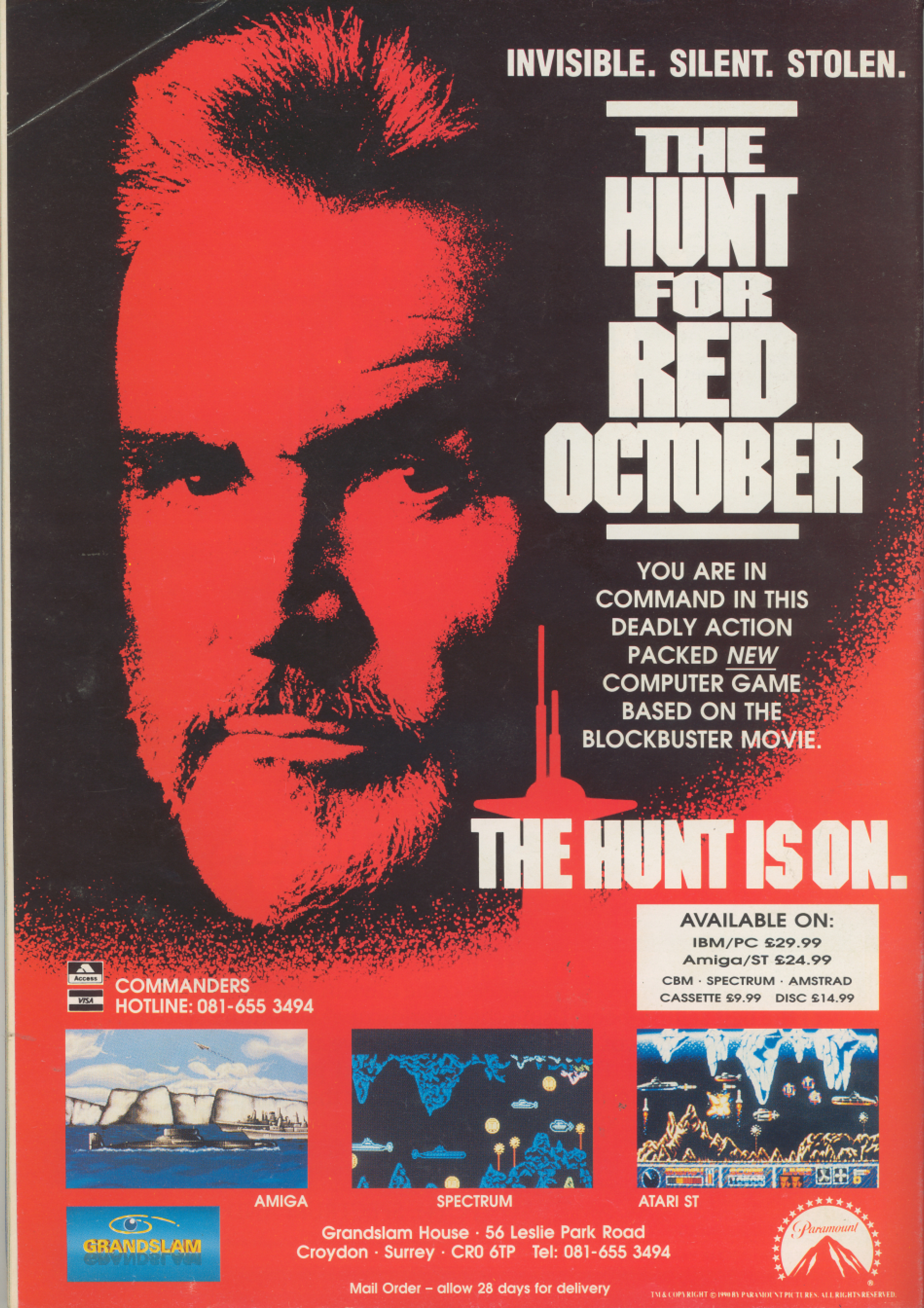


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